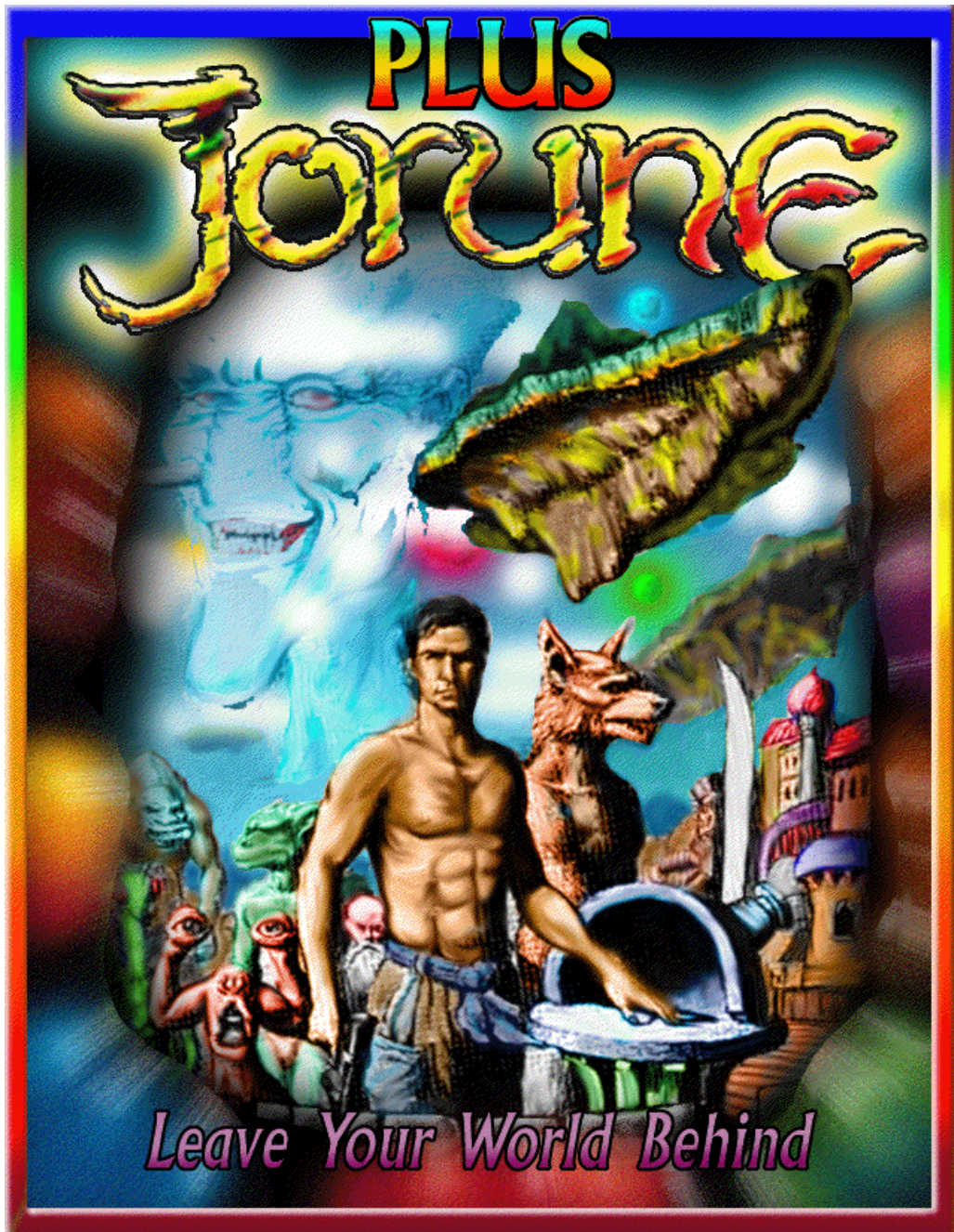
PLUS
Jorune
Leave Your World Behind

Jorune

PLUS: Player Levels Utility System

Adapted from Release 5.2 - September 1996

Character Generation

This game is released to the net to further enjoyment of the Jorune setting. No one is getting paid for this, and you try to sell it we will come to your house with shanthic knives to free you from the bonds of your corrupt Earthly form.

Jorune has been a niche game favorite for over a decade. The rich texture of the world, the cultures, the races and the secret knowledge moving behind the scenes make it unlike any other game.

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PLUS Jorune

Introduction to Jorune

The Short Form

Skyrealms of Jorune is the saga of a lost colony.

Shortly after the development of Faster-than-Light drive, Kajida Jorune discovered a world. An expedition found several races sharing the world, including the eyeless Shantha - clearly the native race - and a variety of aliens; thriddle, ramian, corastin, cleash, scarmis, croid and others.

A unique energy in the world, called Isho by the natives, which permitted the creation of beautiful displays of light and power. Isho was deemed worthy of further study and a scientific project was set up to study Jorune.

A treaty was negotiated with the Shantha to permit the establishment of research stations and colonies, and within twenty years 80,000 humans called Jorune their home - if only temporarily.

Without warning, all communication and supply ships from Earth stopped. The fear was that a great conflict had eliminated the home world and the colonists were cut off forever.

Two schools of thought developed among the colonists. One said that we could live by sharing the world with the other races, as was the case before humans arrived. The other declared the need to secure land for food and the survival of the species.

Dispute within the colony expanded. The militant colonists assumed that the natives would be an easy conquest, to be relocated as other races had been during the previous age of exploration. The isho technology was not perceived as a threat, but at a certain point, the Shantha stood their ground and revealed the war uses of Isho.

The Shantha, under the direction of the Desti Lih-al, moved to protect their world with massive flows of violent isho channeled through warp openings created by Tra.

Unexpectedly, the Isho interacted with the power sources of the Earth-tec weapons and a far more destructive result began the Shyee - the Dying Times. Full scale war erupted. Colonists discovered that when they abandoned the Earth-tec, the Shantha did not attack them and thousands of item went into 3000K cryo-bins under the colony sites. Colonial actions drained isho from whole areas and the Shantha began to die.

A bio-tec master released a specially designed plague to wipe out the Shantha and nearly succeeded. The population of Jorune was reduced to bare survival rates and a dark age began.

One scientist, Theo Iscin, who was the creator of durlig which allowed humans to survive on Jorune with only a small crop of plants from the home world, and hilc to allow digestion of the native foods, was alone at a research station in the Gauss valley. Believing himself to be the last survivor of Earth's heritage, Iscin began a series of genetic experiments that would result in the Iscin races, spliced with animals of Earth to insure the survival of something Terran in the universe. His work would result in the arrival of woffen, crugar, cygra, blount, bronth and tologra on the face of Jorune.

Over the next 3500 years humans, shanthas and the many aliens of Jorune struggled to achieve the levels of civilization they had enjoyed before. The thriddle of Tan Iricid maintained a store of knowledge in their island fortress, but even they did not retain everything.

Mutations and monsters appeared. Many appeared and vanished, but some variants of humanity established themselves; the brutal Trarch, the aquatic Salu and Acubon, the robust boccord and the frail muadra.

Pocket empires appeared and vanished. Eras of enlightenment elevated the races on Jorune, to be followed by pestilence, rot plagues and the ignorance that flourished between enlightenments.

A generation ago a young prince named Khodre Allonkarb began a conquest to unite the kingdoms around him. From Ardoth the prince led and army to draw Ardis, the Sobayid, the Gauss, Glounda, Sydra, Lelligire and Essanja into the empire of Burdoth. With his forces spread thin he was attacked from the land by the crugar, who lusted fro the rich Gauss Valley, said to

be the home of their adored Iscin, from sea by the bronth, who feared the new conquering force, and the ramian, who liked a good opporunity. Heridoth, neighbors to the south, feared for their sovereignty and joined in the attacks on young Burdoth.

When he neared the end of his forces, Allonkarb's troops discovered a cryo-bin filled with perfectly preserved Earth-tec weapons and devices. Armed with the fearsome weapons, Khodre marched west, to Temauntro and nearly to the borders of Jasp, and secured his holdings to the Empire.

The new weapons brought a new opponent into the mix - the Shantha.

Fearing a new Shyee, the thriddle sage Salrough Gomo negotiated a treaty and returned Burdoth's borders to the original provinces, freed the Sobayid, established the nations of north and south Khodre under the control of Allonkarb's illegitimate daughter, Saress. Allonkarb died with his empire securely in the hands of his son Dhandrenn and a well armed military.

For nearly a generation Burdoth has been in renaissance. Earth-tec opportunities in tools and agriculture, as well as weapons, have allowed a booming economy and flourishing population to tour the world as a new luxurious social class. Drenn, the recognized citizens of Burdoth, enjoy rights and privileges unknown to non-Burdothians and drennship has become the ticket to wealth and security.

Jorune today is a blend of primitive and technologically sophisticated cultures. Free and independent nations trade, and sometimes war, with each other. Agents of the querrids seek new information on the secret past of Jorune. Tauther - those who seek drennship - serve the nation and Drenn to earn their rights. A thousand unlanded classes work, trade, travel, explore and dream.

Welcome to Jorune.

The Slarcha, from the Age of Monsters.

Getting Into Jorune

Skyrealms of Jorune is an established role playing game with a loyal following in Australia, North America and Europe. The world contains one of the richest, detailed worlds in any fantasy settings. In 1995, SSI released a computer game, *Alien Logic*, based on *Skyrealms of Jorune*, but after the publication of *The Gire of Sillipus* by Chessex, the release of commercial Jorune product has been halted until some technical problems can be resolved. Thanks to the Internet, more people have been able to discuss the game in greater detail than ever before.

Third Edition material is still available from Chessex and can be special ordered through your local game or hobby shops through the Chessex catalog the shop owners already possess. Both new and old Jorune material appear regularly on the internet rpg marketplace and on the used game shelves of many gaming shops.

It is all still available.

However, a problem in the three editions of the role playing game has been the system. While the Third Edition system was ultimately a very playable game, the explanation in the rule book was difficult to follow and did not really follow the designer's intent. Most people have played Skyrealms of Jorune have done so in a variety of existing and patch-work systems, ranching from the original systems published in the first and second editions, to BRPS/Chaosium percentile systems, HERO and GURPS 3d systems and dozens of individual designed variants of the published system.

The purpose of *PLUS Jorune* is to make the world available to more people through the miracles of net-publishing. *PLUS Jorune* is not a product of, nor does it represent, official development of the game, the system or the world of Jorune. *Skyrealms Of Jorune* is a trademark of Skyrealms, Inc., and this version of the game is not intended as any challenge to the copyright, ownership or trademarks to the game.

PLUS Pro Jorune may not be sold.

To play *Skyrealms of Jorune* the Sholari will need to have at least one copy of the *Skyrealms Of Jorune 3rd Edition*, published by Chessex. A copy of *The Sholari Companion/Sholari Pack* is highly recommended, also available from Chessex. Other *Skyrealms of Jorune* supplements that may prove useful include *The Sobayid Atlas* and *The Gire Of Sillipus*. Recommended 2nd Edition materials included the main rules boxed set, which includes the *Sholari Guide, Tauther Guide*, and *Player Guide*; the *Companion Jorune: Ardoth*, *Companion Jorune: Burdoth*, *Earth-Tec*, *Shanthas Of Jorune* and *Playing The Iscin Races* supplements for the 2nd Edition of the game.

The new Jorune home page address is:

http://users.aol.com/talewind2/Jorune

For a print-out photocopy of this document and a copy of the document in .pdf on disk is available at cost. You may contact the author by e-mail (radiojoe5@aol.com) or by writing Talewind Print & Production, 283 Columbine Street #119, Denver, CO 80218.

Special thanks to Andrew Leker, Miles Teves and Amy Leker-Kalish, for the creation of the world and the years of dedication in bringing the pencil, paper and dice version of the game to players around the world.

Thanks also to Dan Beyer; Mark Wallace; Janice Sellers; the many players in my living room, the various gaming groups at DunDraCon, Origins, OrcCon, Stratigicon, and GenCon; to Richard Eide for suggestion a simple starting point for the games, to Janice Sellers and David Ackerman for their assistance in reviving Jorune, to Shawn Smith for HIS *Galactic Legion* game and system, which have helped shape Plus Jorune; the people on four continents who help get PLUS through five revisions to make the Pro version possible, and to the players on the Jorune internet mailing list who kept the interest in the world when mine was lagging (information on the mailing list is available through the web site).

And an extra special thank you to Jim West who developed the point based system used to create this variant of *PLUS* , which will get to see the light of day some time soon (we hope), as well as for creating the computer models which prepared the actuarial tables on which the die distributions were calculated.

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RACES

Not all of the races of Jorune are available as player races. Because of the problems of game mechanics and balance, certain races have been relegated to the area of NPCs (Non-Player Characters) or ZIPz (Zeitgeist Instant Profiles).

You are free to choose any of the shown player races and apply the set of racial characteristics to the development of your new player character, following the modifiers, restrictions, bonuses, and penalties as shown below. There is no "best" race – some races are better able to handle particular situations than others and most races have some area of inability.

RACIAL NOTES

There are a number of races you will encounter on Jorune. This is a summary of the known races (never close your mind to a new idea) and the races which can be chosen as player races are indicated with (PC - Phase #). This is Phase 1 of the listing.

ACUBON (PC - Phase #2).
Acubon are a fresh water human mutation found in the eastern waters of Lake Dah-uh-deh. Their language has been simply called Acubon. They are quiet, secretive and hold Revealing family information as a betrayal to their tribe. They have no known religion but are very environmentally sensitive and do not take well to strangers invading their territories, but seem to live in harmony with several of the neighboring Blount family groups. They must keep moist or they will dy from rapid dehydration. Acubon possess the secret of coleels, a opal-like gemstone infused with an inner fire that captivates all who see it..

Acubon Notes

Homelands :	Lake Dah-uh-deh
Language :	Acubon (1P to understand Salu)
Taboos:	Revealing family Matters to outsiders
Religion:	Nature - water and weather
Weaknesses:	Must keep moist or skin is damaged
Special :	Makers of the coleel gemstones

BLOUNT (PC - Phase 2).
Blount were the first of the Iscin races and share the waters of Lake Dah-uh-deh with the Acubon and merchants who trade along the shores. They speak Ablanth and consider the adoption of human customs to be offensive, although many blount have become successful in service and bartending work. They do not Worship Iscin, but revere him as the race's creator, and also honor Mayatrish, who taught tolerance for all the races of Jorune. They carry containers of a noxious mixture call malthin, which can serve as an intoxicant for blount, or a vicious stink-bomb against their enemies. Like the Acubon, they must keep moist to survive and in hot climes maintain "wet beds" - barrels of brackish water - at their workplace and their homes.

Blount Notes

Homelands	Lake Dah-uh-deh, most port cities
Language	Ablanth
Taboos	Taking on human affectations
Religion	Varied, Mayatrish dominant
Weaknesses	Must keep moist or skin is damaged, possibly fatal, physically weak
Special Note	Uses noxious Malthin as weapon.

BOCCORD (PC - Phase 1).
A robust human mutation that now calls the old Bronth homes of Crendor as their home. Ros Crendor (ros in Boru means "original") is a source of great pride for the boccord, home of many shanthic ruins and a large thoos-ah near Ro-Obis. Revealing the details of Ros Crendor's society is sure way to lose kri - the personal and family honor that boccord revere more than all other concepts. Boccord do not tolerate immigration by non-boccord, but travelers will be allowed for brief periods in certain coastal cities. Older boccord may develop exceptional isho interference skills, becoming histin, advanced dysha teachers.

Boccord Notes

Homelands:	Ros Crendor, most human realms
Language:	Entren
Taboos:	Revealing Ros Crendor's secrets
Religion :	Varied, Mayatrish dominant
Weaknesses :	Must eat a lot to survive, expensive to feed
Special :	Ros Crendor has working t'hoosa

BRONTH (PC - Phase 1).
A later Iscin race based on Terran bears, the bronth have built their home in Dobre, Yobreh, Crendor and the Hobeh. Their language, Boru, shares many characteristics of Woffen Thowtis and each can understand about half of the others language. Bronth enjoy festivals, games and set a side special days for the memory of Iscin, his death, the great wanderings and other sorrows. The bridge at Yobreh harbor is one of the great wonders of Jorune - nearly fifteen miles long with arches to allow the tall masts of sailing ships to pass beneath. A light burns in a great stone lantern at the seaward apex of the bridge and small replicas of the bridge or the light are shared among the friends of many Bronth for celebration of Day Iscin. While burdened with poor sight and poor hearing, their sense of smell is acute and their compassion for other races is unexcelled. Bronth founded the Green Order, a society of healers comprised mostly of bronth and muadra, to offer services to the sick and injured. They never demand a fee but survive quite well on donations. It was the bronth entry into the Energy Weapons War that prompted the final success of the negotiations started by Salrough Gomo.

Bronth Notes
Homelands: Dobre, Hobeh, some coastal cities
Language: Boru (Thowtis 1B)
Religion: Iscin, as a great person, some Mayatrish
Weaknesses: Poor sight

CORASTIN (PC - Phase 2)
A servitor race of a lost invasion fleet, the Corastin live in many swamps, marshes and have become a familiar resident of many large cities. The physical restrictions on their use of language should not be taken as a sign of low intelligence - many corastin understand many languages and in the company of an interpreter (Entris) someone could be surprised with their knowledge. Corastin are very sensitive about the value of their work and prefer to accept payment in bit-coins, rather than receive a few coins of larger value. A corastin will not tolerate an insult on the quality of his work or the value of his word. If a corastin holds you in special esteem, he will worry a large scale from his back or shoulders, and present you with the still bleeding part of himself. Admiration is expected, as well as elevating the scale to a position of honor (at least in the Corastin's presence), and no other repayment is expected.

Corastin
Homelands: Swamp and coastal town
Language: ggra'k, but may understand many
Taboos: Insulting honor or another person's value
Religion: Family contacts
Weaknesses: Pride
Special: Corastin are very sensitive and offend easily

CRUGAR (PC - Phase 1)
Crugar, the second Iscin race hold the vast plains of the Temauntro as their home, but have always desired possession of Gauss Valley, where Iscin, at his remote lab first gave them life. Crugar have invaded Gauss Valley many times in the last 3500 years, and have been driven off into the Doben-al desert, which divides the Temauntro from Gauss Valley. The society is largely nomadic with only three recognizable cities in the western Temauntro. Family groups or pawms prowl the plains in an eternal hunt and groups will frequently war on each other for better hunting territories. The crugar are driven by a fanatical worship of Iscin and treasure anything of his artifacts. Choundra, the first crugar, killed his creator in a confrontation with the anti-thone prototype Karl Bomoveris. On Iscin's death, Choundra and his brothers and sisters took the rest of the Iscin races away from Gauss in a saga still called the Great Wanderings. Crugar share their language, chuan tse, with the Cygra.

Crugar Notes
Homelands: Temauntro
Language: Tchaun tse
Religion: Iscin fanatics
Weaknesses: Poor sight
Special : Fanatic Iscinists

CYGRA (PC - Phase 1)
Cygra are a variant of the crugar and are believed to be the race Iscin was hoping to create. In several writings he mentioned how disappointed he was with Crugar. Cygra have longer, paler fur than their crugar cousins, have a slightly better temper and have worked their way into the fabric of human society in Jasp, as well as settlements in the North Temauntro and western Khodre territories. They share their cousin's language (Tchaun tse), are slightly less fanatical in their devotion to Iscin, and can run on all fours when required.

Cygra Notes
Homelands: North Temauntro Jasp and Khodre
Language: Tchaun tse
Religion: Iscin moderates
Weaknesses: Poor sight
Special: Kinder, Gentler crugar

HUMAN (PC - Phase 1)
Look down. See you? That's a human just like the one's on Jorune. Humans have established several realms on Jorune, from the cosmopolitan society of Jasp in the north, to the fanatic human-only society of Thantier in the south, with the nations of Burdoth and Heridoth in between. The language has evolved over 3500 years into "Entren" but some scholars can read and write various Earth tongues as a classic languages. Humans are identified by the genetic locks on Earth-tec weapons and devices. In the hands of a true human a piece of Earth-tec will power on and allow its use. A broken or modified Earth-tec device will sometimes activate for a non-human or a human variant, but that is not a circumstance to be counted on. Earth-based humans have the same variety of mood, skin, hair and intelligences as their ancestors on our world. While some Earth religions survived, usually preaching Jorune as God's punishment for leaving the home prepared for man, most humans share a mystic view of the Isho of Jorune - the Sho Sen. At death the bodies are burned to "release" the soul into Sho Sen and the ashes are returned to the soil.

Human Notes (PC - Phase 1)
Homelands: Burdoth, Heridoth Khodre, Jasp, Thantier
Language: Entren
Religion: varied, Earth-based, Isho, Mayatrish
Special: Can use Earth-tec through geno-locks

MUADRA (PC - Phase 1)
Muadra are a small human variant which can be found in most human realms except for Thantier. They spent generations as an easy target for abuse by other races until the Caji Gends discovered that muadra had a mutant ability to manipulate isho and learned the secrets of isho weaving from the Shantha Sho Copra Tra. The discovery of isho abilities and the rise of the militant Maustin Caji created a great deal of fear of muadra. To this day, Burdoth maintains a corps of diajic - isho-police - who use the isho charged flesh of the daij fish to see isho concentrations. A few muadra also serve as daijic in the Ardothian force, but are looked down upon by their kinsmen. Muadra have faired best in the trading nation of Jasp, the restructured Burdothian Empire under Dharsage Dhandrenn, and with the caravans of the Doben-al. Since the rescue of besieged woffen by the Maustin Caji in the Gauss Valley, where invading crugar attacked hospitals with woffen plague victims, the woffen and muadra have shared a special appreciation of each other's culture and muadra-woffen partnerships are not uncommon.

Muadra Notes
Homelands: Most human realms, Doben-al desert
Language: Entren
Religion: Mayatrish, Isho
Weaknesses: Smaller and weaker than most races
Special The second most capable weavers of isho.

SALU (PC - Phase 2)
The salt-water variant of humanity can be found in most coastal waters. Salu are excellent shipbuilders and the fastest sea vessels on Jorune come from the Salu shipyards. While making solid and watertight ships for other races, Salu make their own ships open tot he water with crew and Salu-passengers riding the keels and outriggers. Cargo on a Salu vessels is carried high on a special deck constructed for the purpose and delivery times on the Salu chausis is the shortest. Their language is related to the Acubon tongue, but the Salu spend little time in contact with their fresh-water brethren. A Salu can lose all of his or her aquatic ability if left on dry land for too long. While it will not kill them outright, the condition is permanent and the afflicted dry Salu are known as salibe.

Salu Notes
Homelands: Most coastal areas (salt water)
Language: Salu (1P to understand Acubon)
Religion: Nature, water, tides and weather
Weaknesses : Must keep moist or lose their aquatic abilities (Salibe)
Special: Shipbuilders, Navigators, Traders

THIVIN (PC - Phase 2)
A mutation of the alien Ramian, the thivin appeared for the first time outside Voligire less than 300 years ago. In that time they have proven themselves adapt business people with great personal industry, family group production, and the shrewdest merchants on Jorune. A "thivin's five" is four, etc. Every thivin will either be able to do business with your directly, or has an uncle or a cousin who just happens to be in the business you are looking for. Thivin swords are second only to shanthic blade for workmanship and quality. Because of their interest in trade, they have bonuses with almost any race they encounter, but because of their upbringing are not well schooled in the arts of war. Thivin can be found in most major cities and manufacturing enclaves in rural regions. They also run or partner with most of the caravans traveling Jorune.

Thivin Notes
Homelands: Coastal areas and Metropolitan cities
Language: Thuak
Weaknesses: Greed
Special Note: Expert traders and craftsmen

TOLOGRA (PC - Phase 2)
The last of Iscin's Children - interbred with human and the big cats, tologra males sport lionesque manes, are quite strong, have a chance of activating Earth-tec weaponry, and have some isho weaving abilities. Long thought to be a legend, Iscin's Lost Race appeared in Ardoth three years ago with a small trading mission. They have penalties to interactions with many races, are not generally trusted and have yet to find their way into the mainstream of Jorune society. Their homeland Sharden is seldom visited but a new leg of the Jaspian airship fleet has included Sharden in its regular air service, which may bring changes. Their language, Hotha, is so far removed from the other Iscin tongues that very few people have learned it, and Tologra are still learning Entren. Their indulgences in sensual pleasure has lowered them in the eyes of the more established races.

Tologra Notes
Homelands: Sharden
Language: Hotha
Religion: Iscin, Nature
Weaknesses: Sensualists
Special: Limited isho ability and may use Earth-tec

TRARCH (PC - Phase 2)
Trarch are a brutal human mutation with strongly muscled bodies and pale blue skin. Tusks grow from the lower jaws of both males and females, giving older members of the tribes extra weapons, should they be needed. Trarch speak Troffa and use their heavy war clubs to emphasize their statements and to indicate that they want the floor in the discussion. Trarch live on the mainland and islands of Drail, but will travel great distances to trade. Trarch require a bribe - purchase of a trading coin - to open discussions with them. The bribe can be a bauble, a tool or a favor. The Draili Trarch worship shanthic and Earth-tec artifacts and,

from the detail shown in their wood and stone carvings of the objects, they may have first-hand knowledge of some relic sites.

Trarch Notes

Homelands:	Drail, seaports
Language:	Troffa
Religion:	Earth-tec, Shantha
Weaknesses:	genetic throwbacks
Special:	Trarch are human mutations and may know of Earth-tec

WOFFEN (PC - Phase 1)
The creation of Woffen from human and wolf genetic material, after the disaster of the Crugar, pleased Iscin, and woffen feel a very comfortable superiority to the crugar. Woffen will seek out crugar to start fights and it is not unusual to come across a band of young woffen traveling across the empty wastes of the Doben-al on their way to or from crugar battles in Temauntro. Woffen will gravitate toward muadra when they find them, and the two Woffen females have problems bringing pregnancy to a successful conclusion and all pups are considered the responsibility of any adult Woffen who may be around. Treating pups to treats and gifts is a good way to work your way into a new Woffen group. Woffen have a very human temperament with most thing, but have a particular weakness for strong drink. Woffen outcasts created by uncontrolled drinking are shunned as "authew" and a culture of anti-drinking is strong in the woffen lands of Anasan and Lundere. Woffen are brave and, if you earn their respect (or pay well), loyal. Hundreds of woffen work as sailors to get from one land to another, just to satisfy their longing for adventures. The woffen language of Thowtis is very similar to Boru and bronth and woffen can often communicate well with no training in the other's language.

Woffen Notes

Homelands:	Lundere, Anasan, Metropolitan cities
Language:	Thowtis (Boru at Thowtis w/1P)
Taboos:	harming children or pregnant women
Religion:	Iscin, moderate, Mayatrish
Weaknesses:	susceptible to drink and extreme alcoholism (awthew)
Special :	Expert sailors

Races You Will Not Be Playing

Jorune's is a strange world where several races have learned to share the world. Some will be available for you to play in the game, and other ... you will simply encounter. There are secret knowledge to each race, but there is a level of public knowledge, also.

THRIDDLE
These pear-shaped, stalk-eyed aliens are the language masters of Jorune and brokers in a wide variety of knowledge and artifacts. Their fortress island of Tan Iricid houses a great museum with far more information about the past of Jorune than many people expect. Thriddle are born through a mating process never observed by the outside. Every five years a new crop of thriddle babies arrive and the Thriddle find it impolite for you to ask. Thriddle may instigate some of the greatest intrigues on the planet, but few have the stomach for a fight. When frightened they will involuntarily release a foul stench through their "trid nodes", located on the top rear of their pear shaped bodies. Some thriddle have learned enough isho skills to be "fadri" - instructors. They will give you half an answer for each question you ask, and maintain a series of Thriddle centers around the planet - always a good place to stop for some information, or a job (check the board at the Thriddle Center).

SHANTHA
The recognized original inhabitants of Jorune, the eyeless Shantha are an object of terror or awe for the other races. They are not dependent on their personal isho levels to weave massive dyshas, or create new isho constructs on a whim. They prefer walking through warps to get where they want to go and will only be seen in other forms of transportation for special reasons. Shantha live underground and belong to one of the seven Lih-al by birth. Their underground cities are usually built where a skyrealm is about to break free of the ground - Shantha stabilize the birthing skyrealm and create homes and civic centers in the huge caverns opened beneath the crystal rich mountains. Shantha see by isho and can observe you without facing you, which can unnerve some travelers. Ud Sho Gobey is the current speaker for the Shantha and lives with a resident Tra-Shantha in Ardoth. Desti is an island west of Temauntro where Shantha keep the old ways. Travelers are not forbidden, but no provision is made for those requiring non-shanthic foods.

RAMIAN
A fierce race of blue-skinned warriors who undergo periodic changes of temperament and body. During times of chiveer, assumed to be a mating bloodlust, bony spikes appear over the ramian's body and their ability to resist the impulse to kill cannot be suppressed. They will attack with their great stone swords with a gusto unknown to other races. The ramian who is able to withstand his or her own bloodlusts may wear a circlet of distinction and will

explode veins on the sides of their head, indicating the depth of the struggle to retain 'chiven-rachu-eh', or master of one's self. Oddly, there are records of heroic and admirable ramian, though most members of the general public may not believe that such a thing is possible.

CLEASH

Huge, beetle-like denizen of the Trinnu Jungles between Burdoth and Anasan. Cleash have been spotted in other areas of Jorune - the plains of Western Temauntro, the ice fields of Gilthaw, or the wastes of the Doben-al. Periodically clean have attacked Tan Iricid, home of their blood enemies, the thriddle. Cleash produce egg capsules from a special orifice in their abdomen, which can be created by the conscious control of the cleash to become throw-explodes, smoke, acid, blinding flashes of light. Cleash control Scarmis as their personal servants, apparently by chemical codes released near the scarmis. Cleash will also 'fry' their own eggs to create a type of money that is highly prized - 'cleash eggs' are transparent pods about eight inches long and three inches wide, often amber or pale green colored, in which the translucent embryo of an unborn cleash can be found. As a barter item, 'cleash eggs' are valuable, although the upper society of the civilized realms consider them proof of the cleash inhuman disregard for life.

SCARMIS

A tall and slender race of servants to the cleash, scarmis resemble the praying mantis of lost Earth. They are fierce fighters and when encountered away from their cleash masters, quite docile. A few free scarmis live in Ardoth and regularly win beagre-hunt competitions. Their language is difficult and their usual greeting is 'Please wet me down' and the proper greeting by most non-scarmis to scarmis is 'Please DON'T wet me down' Scarmis often cultivate a slender reed like tree which they rub up against, but do not seem to eat.

LAMORRI

The very lucky may know about the Lamorri. They were an invading force that came to Jorune a thousand years ago and temporarily enslaved the Shantha. The Eelshon-she-evid is a shanthic representation of the Lamorri, as are the Lamorrid evids. Lamorri brought ramian, croid, corastin, and thriddle as their servants, and the cleash came with the Lamorri as their partners. Somewhere out there the Lamorri may still exist. After fifty years of enslavement, a Ca-Desti known only as The Desti, rose up to expel the Lamorri. The Desti built isho-cannon that shot a lamorri ship from the sky and he created a whole new war technology to use against the invaders. The lamorri left, abandoning their slaves and their partners, and have not returned. Yet.

CHOOSING A PLAYER RACE

At the opening level of the game, only Human, Muadra or Boccord may be chosen. These are humans and human variants which will allow a new play to get into the world to sample the flavor of Jorune before expanding into other races.

The Iscin races of Bronth, Crugar, Cygra, Trarch and Woffen will be made available before long and, after a while, Corastin, Thivin, Blount, Acubon/Salu and Tologra will be added to the rules.

There are advantages and disadvantages to each race. The Iscin races and alien races should not be played just like humans wearing a funny mask - they are different cultures, creatures and attitudes. Allow yourself time to explore Jorune as a human variant before trying one of the more difficult races.

Base Modifiers (Phase 1)

	Boccord	**Bronth**	**Crugar**	**Cygra**	**Human**	**Muadra**	**Woffen**
Strength	1B	2B	1P	1P	-	2P	-
Reflexes	1P	2P	2B	2B	-	1B	1B
Coordination	-	-	1B	1B	-	-	-
Education	1P	-	1P	1P	-	1P	-
Will	1B	-	1P	1P	-	-	1P
Mechanical	2B	-	1P	1P	-	1P	-
Charm	1P	1B	2P	1P	-	-	1B
Intuition	1P	-	1P	1P	-	1B	1B
Isho	1P	1P	1P	1P	2P	2B	-
Sight	-	-	2P	2P	-	-	1B
Hearing	-	1P	1B	1B	-	-	1P
Smell	-	-	1B	1B	-	-	1B
Taste	-	-	-	-	-	-	-
Touch	-	-	-	-	-	-	1B

Racial Modifiers

	Boccord	Bronth	Crugar	Cygra	Human	Muadra	Woffen
Lifting Wt.	STR x 70 lbs	STR x 80 lbs	STR x 40 lbs	STR x 40 lbs	STR x 40 lbs	STR x 30 lbs	STR x 40 lbs
Injury Mod	-4	-6	-	-	-	+2	+1
Damage Mod	+4	+6	-	-	-	-2	-1
Isho Factor	1	.5	.5	.5	..25	2	1
Isho Restore	5 days	5 days	3 days	3 days	15 days	daily	4 days
Running Speed	b	b	a	a	a	c	a

a = STR+COORD+WIL/3 b = STR+COORD+WIL/2 c = STR+COORD+WILL/3 (1P)

Racial Awards

	Isho Mod.	Parental Benefit	Average Height	Average Weight	Other Languages	Common Weapon
Boccord	0.5	1d, each Parents Occ.	6'8"	260	-	Sword 3
Bronth	0.5	1d, each Parents Occ.	7'2"	350	Thowtis=Boru -1	Club 3
Crugar	1.0	1d, each Parents Occ.	5'10"	140	-	Sword 2
Cygra	1.0	1d, each Parents Occ.	5'10"	140	-	Sword 2
Human	0.5	1d, each Parents Occ.	5'11"	180	-	Knife 2
Muadra	3.0	1d, each Parents Occ.	4'10"	115	-	Knife 2
Woffen	1.0	2d, each Parents Occ.	5'7"	160	Boru=Thowtis -1	Sword 2

Interactions

When dealing with other races, your character will usually have a positive or negative reaction to that race. The following Bonuses and Penalties will be considered by the GM. Interactions can apply to conversation, etiquette, language, or other dealings between races.

B = Bonus die P = Penalty die

	Boccord	Bronth	Human	Muadra	Crugar	Cygra	Woffen
Acubon	1P	1P	1P	2P	2P	2P	1B
Blount	1B	1B	1B	1B	2B	1B	1B
Boccord	2B	2B	1B	1B	3B	2B	2B
Bronth	1B	1B	2B	2B	2B	1B	2B
Cleash	4P	4P	4P	4P	4P	4P	5P
Corastin	1P	1P	2P	1P	2P	1P	1B
Croid	2P	2P	3P	3P	3P	2P	1P
Crugar	3P	3P	4P	4P	2B	3P	5P
Cygra	2P	2P	2P	3P	1B	2P	4P
Human	1B	1B	2B	2B	1P	1B	2B
Muadra	1B	1B	1B	2B	2P	1B	3B
Ramian	4P	4P	5P	4P	5P	4P	4P
Salu	1P	1P	1P	1P	1P	1P	1P
Scarmis	2P	2P	2P	3P	2P	2P	3P
Shantha	3P	3P	4P	1B	4P	3P	1P
Thivin	2B	2B	3B	2B	1B	2B	4B
Thriddle	1B	2B	1B	2B	2P	1P	1B
Tologra	1P	1B	1P	1P	3P	2P	1B
Trarch	1P	1P	2P	0	2P	1P	1B
Woffen	1B	1B	2B	2B	3P	1B	1B

An Introduction to PLUS Jorune

PLUS - Players Levels Utility System is a Characteristic or 'Stat' based system, where your skills are governed by a specific Characteristic. You will have a number You will normally have 2 dice (2d) to roll to add to the governing Characteristic to achieve or exceed a TARGET NUMBER to succeed at an action or a task in the adventure. Sometimes your Sholari may allow you to roll directly on a Characteristic to achieve a Target Number (but not always). If you have levels in an appropriate Occupation, Benefit or Specialty, the Sholari will direct you to roll those dice in addition to the base of 2d. Levels can be added to skills. Each Level indicates an extra dice to roll with the base of 2d, to add to the governing Characteristic to achieve the Target number. Extra Levels increase the ability to utilize the benefits of the FATE DICE system. There will limits to the number of Levels you may add to your roll.

HOW TO USE DICE IN PLUS

In a role-playing game, you, the other players and your Gamemaster will create a moving narrative involving your character's actions in an imaginary world created by the Gamemaster. You decide what your character does – or attempts to do. Your game master will have you roll dice according to the number of dice you have put into the appropriate characteristic, skill or ability. In PLUS you want to roll a high number, and the more dice you have the easier it is to roll a high number. With Fate Dice and Luck Dice, you may only have 2d to roll but can still roll well into the 20s and 30s.

The Gamemaster will decide what other characters – those not played by real people – do or attempt to do. The GM rolls dice for the non-player characters (called ZIPs), animals and the machinations of fate.

You will roll dice to determine the success or failure of your character's actions and tasks. When you throw dice, you will roll the number of dice you have distributed into the characteristic, perception, athletic, career, specialty or weapon that the GM agrees can be used in the situation facing your character. You roll your dice, total the numbers appearing on the top of each die. You will need to meet or exceed a Target Number to succeed. You remove the 1s that have been rolled (Trash dice), and may choose to re-roll dice that have come up with two or more of the same number (Fate dice).

The Gamemaster may tell you to roll one or more extra dice and then remove the same number of high or low dice as a Penalty or a Bonus, to make your success more difficult or more assured. For particularly important rolls, you may be able to add Luck dice to improve your roll. You must have your dice in place before the game begins. The process is called Character Generation and consists of distributing available dice into your Characteristics, Perceptions, Athletics, Careers, Specialties and Weapons.

When you take an action, or attempt a task, you will roll the number of dice on the Characteristics, Athletic, Perception, Career, Specialty or Weapon that applies to the situation, subject to the approval of your Gamemaster. You will add the dice, using the number on the top of each die. You will modify the total of those numbers in a variety of modifications given by the Gamemaster: Trash dice, Fate dice, Gamemaster's Dice (Penalties and Bonuses) and Toxic rolls.

TRASH DICE

When you roll a die and the number comes up as Ô1' it is disregarded. If two or more 1s are rolled, you may re-roll them as Fate Dice but they do not contribute to a total when calculating the results. If you roll all 1s in a Fate Dice roll, the roll has become Toxic. If a player, ZIP or creature has only 1d to roll and the result is a 1, the roll has failed and is treated as a toxic roll.

FATE DICE

When the same number appears on more than one of your rolled dice, you may choose to re-roll the duplicate dice no matter how many come up as duplicates. If you roll multiples again, you roll again and continue re-rolling multiples until you fail to roll multiples. Fate dice make it possible to perform transhuman feats with very ordinary numbers of dice.

Each set of multiples are re-rolled separately. For example, if you roll on 4d resulted in 2-4-4-2, you would re-roll the 4s and the 2s separately. A roll of all 1s in a Fate Dice roll makes the roll Toxic.

A player is not required to re-roll duplicate (Fate) dice, which may help avoid Toxic rolls. If a player, ZIP or creature has only 1d to roll, fate determines that a 6 may be re-rolled and added to the results.

A TOXIC ROLL

If an additional roll is made under the Fate Dice and results in all 1s, the roll has become toxic and there is a negative result to the character's effort. The action fails and an additional negative event enters the round. This could include striking a member of the party, breaking or losing a weapon, revealing a location, taking damage, or whatever negative result the Gamemaster decides is appropriate to the moment.

Ideally, the effect of roll turned toxic should be as horrible as the roll would have been good before going toxic. Since re-rolling is the players choice,

the possibility of losing big should be taken as part of the risk.

For example, a player who had a total of 17 before re-rolling Fate dice and obtaining a toxic result would have something inconvenient happen (like damaging the weapon). A player who rolled 47 and chose to re-roll Fate dice again, only to have the roll go toxic, would have something far more significant go wrong (like shooting a member of the party, revealing the party's position to the enemy, taking the damage intended for the target, etc.).

If a player, ZIP or creature rolled a 6 on the single die roll, and re-rolls with a result of Ô1', the roll has become toxic.

BONUSES AND PENALTIES

From time to time the Gamemaster may designate additional dice to be thrown with the number of dice the player is normally entitled to throw for his or her character. After the dice have been thrown, the Gamemaster will ask you to remove an equal number of high or low dice.

Penalty Dice - If you are asked to remove the equal number of high dice (as compared to the number additional dice Gamemaster required you to roll), it was a penalty which makes your success more difficult.

If the penalty dice to be removed would have counted as Fate Dice, it is as if the extra dice were never rolled for consideration as Fate Dice.

Bonus Dice - If you are asked to remove the equal number of low dice results, it is a bonus, which makes your success easier.

If the penalty dice to be removed would have counted as Fate Dice, the duplicate dice are kept for re-rolling as Fate Dice and the next higher dice are removed from the total.

The Gamemaster may ask to throw extra dice up to a limit of the total number of dice you are throwing. The maximum dice thrown at any one time would be 14 (6 dice in the original pool, 6 bonus or 6 penalty dice, and 2 luck dice).

ORACLE ROLLS

From time to time the Gamemaster may designate additional 2d to be thrown to determine the state of a given scene in the game. These are Oracle Rolls and take the form of a question.

High means a favorable answer, Low numbers mean this is an unfavorable result. With 2d6 a 12 would be great good fortune, 2 would be a disaster.

GIVEN SKILLS

The way in which you distributed your Character Dice will shape your character's Given Skills. For game play, round up fractions.

ATHLETICS

Brawl	STRENGTH+REFLEXES/2
Climb	STRENGTH+COORDINATION/2
Dodge	REFLEXES -1
Fist	STRENGTH -1
Kick	(STRENGTH+REFLEXES/2) -1
Run	(STRENGTH+COORDINATION+WILL)/3
Swim	(STRENGTH+WILL/2) -1
Throw	(Balanced) COORDINATION+WILL/2

BASIC SKILLS

Common Devices	EDUCATION+MECHANICAL/2	Negotiate	CHARM+INTUITION/2
Conceal Item	INTUITION -1	Recent Events	EDUCATION+CHARM/2
Conceal Self	WILL -1	Search	INTUITION+WILL/2
Drive	(MECHANICAL+WILL/2) -2	Stealth	REFLEXES+WILL/2
Evaluate	EDUCATION+INTUITION/2	Survival (specify area)	Own at 3d, one adjacent at 2d
First Aid	EDUCATION -2		
Follow	INTUITION+WILL/2	Track	EDUCATION+WILL+INTUITION/3
Info. Search	EDUCATION		
Local Lore .	EDUCATION -1.		

NATIVE LANGUAGE (Specify)

Your spoken language at 3d, read at 2d, write at Speak 1d. If the culture is not literate, spoken is at 4d and read/write must be purchased with no base. Other languages are either Benefits from Careers, a GMs Award or as one of your Specialties.

AGE (Three Options)

Your age determines the number of careers you may have and may provide benefits to Cultural Skills and Characteristics. The Careers are not necessarily in the chronological order they were experienced. Your 1st Career can be the one with which you are most identified

Option 1.

The GM sets the age and assigns the dice according to that age, plus the power level bonus.

Option 2.

Roll 2d6 and add 14. If 2 6's are rolled, add 1d6. Other duplicates (Fate Dice/Trash Dice) do not apply to Age generation. Additional age can be purchased by permanently sacrificing 2 LUCK dice to roll 1d6 of additional age. Nor more than 2d6 for additional age can be purchased (costing 4d LUCK).

Option 3.

Start at age 15 and roll 1d6. That is the number of years spent in your earliest occupation. You are then that many ears older. Roll a second 1d6 and that is the number of years spent in the next occupation - add that number to your age. Roll a 3rd 1d6 and that is the number of years spent in the final occupation and by adding that third roll to your age, you have a final age to begin the game.

NOTE: If you use Option 3 and roll a 5 on any single age increase roll, you get one additional Specialty (which may or may not be related to your Career). If you roll a 6 on any single age increase roll, you get two (2) additional Specialties from time spent in that career (so these extra Specialties could be related to your career, or simply something you had the opportunity to learn.

TABLE 1 - AGE KEY TO DISTRIBUTION OF DICE

	CHARACTER	SPECIALTIES		CAREERS			Max.	STARTING
AGE	-	GIVEN *	-	Primary	Second.	Second.	Dice	MONEY (Modern)
16	2	+2	4	3	-	-	3	$ 25 x 2d x Mod
17	2	+2	5	3	2	-	3	50 x 2d x Mod
18	2	+3	5	3	2	-	3	75 x 2d x Mod
19	3	+3	5	3	2	-	3	100 x 2d x Mod
20	3	+4	5	3	2	-	3	100 x 2d x Mod
21	3	+4	6	3	2	-	3	100 x 2d x Mod
22	3	+5	6	3	2	-	3	125 x 2d x Mod
23	4	+5	6	3	3	2	3	125 x 2d x Mod
24	4	+6	6	3	3	2	4	150 x 2d x Mod
25	4	+6	6	4	3	2	4	150 x 2d x Mod
26	4	+7	6	4	3	2	4	150 x 2d x Mod
27	4	+7	6	4	3	3	4	175 x 2d x Mod
28	5	+7	7	4	3	3	4	175 x 2d x Mod
29	5	+8	7	4	4	3	4	200 x 2d x Mod
30	5	+8	7	4	4	3	4	200 x 2d x Mod
31	5	+9	7	4	4	4	4	200 x 2d x Mod
32 up	5	+9	7	5	4	4	4	200 x 2d x Mod

* Total of STRENGTH, REFLEXES, EDUCATION and WILL, plus the number of dice indicated, to distribute as Given Skill Dice, including Senses.

TABLE 2 - HIGHER GAME LEVELS

	PROFESSIONAL	ADVENTURER	HERO
Characteristics	+1d	+2d*	+3d*
Given	+3d	+6d*	+9d*
Careers	+1d	+2d*	+3d*
Specialties	+4d	+8d*	+12d*
Maximum Dice*	5	6	7*

* If your total dice exceed the allowed maximum dice limit, the excess dice may be used in several ways. 1) you have a total number of Benefits equal to the original number of dice allowed.

FOR EXAMPLE: If you have 8 dice, but have a 5 dice limit to your character, you may have 8 benefits to the career at 5 dice, and 3 dice which may be used as "Bonus Dice" for rolls on that career or benefit, or you may apply a +1d to other skills that have not reached the limit, even if they are not related to the source of the extra dice.

AWARDS

The Gamemaster may (or may not) choose to grant certain skills based on your background, your race, your family or other elements of your character creation. These may include increases of Characteristics, Given Skills, Senses or new skills at base levels, all without point cost to the player.

If a player is developing a new career through free-form development, the Gamemaster may give you certain Awards to bring your character into line with the power levels of the game.

Gamemasters are not required to grant Awards, but may to improve the tone of the campaign.

HOLDING BACK POINTS

A player may choose to set aside a few points to buy a few skills later in the game when everyone has a better feel for the world or the campaign. You may not hold back more than 10% of your total skill points.

BODY

This is the amount of damage you can take. Roll 2d and add the value of the dice used in the game (6 for d6 games, 8 for d8, etc.). Your character will have between 14 and 24 body points with D6, 14 to 28 with d8 and 14 to 36 with d12. BODY is lost as damage is taken. Trash Dice and Fate Dice do not figure into Body calculation. Damage is the difference between the attacking roll, the defending roll and any modifiers from Armor, the weapon or a GM determined modifier.

LUCK

Luck dice are thrown with your other dice at a time when you really need to hit a Target Number. This is not a Bonus die, but an extra die you throw to increase the total of the roll.

No more than half the available Luck Dice can be used in a single gaming session.

If you decide it is important for a given roll to succeed after the action or task has failed, you have the option to 'burn' up to two Luck die to roll to improve the roll. Burning a die means that it is rolled, then permanently removed from your Luck Dice and cannot be restored. No more than two Luck Dice may be burned in any single gaming session.

RESTORING LUCK

Luck dice are restored one week after each individual it was used (as experienced by the player character). If you used one Luck die on Monday, and three on Wednesday, you will regain one luck die the following Monday, and three on the following Wednesday. To keep things simple, the Luck die is restored at the same time of day it was used in the previous week. If you used your Luck die at Noon on Monday, it will return at Noon on the following Monday.

CAREERS and BENEFITS

Careers and Benefits are defined by the player, subject to the approval of the GM. You decide what you did for each career and decide what benefits you derived from that occupation. PLUS is a freeform system with a degree of faith required in your Gamemaster.

When you identify a Career, you will have a certain number of dice in that career. For every die given in the Career, you receive:

1 Benefit with 1 Bonus die
1d to add to Given Skills related to the Career

A 3-die career gets 3 Benefits, plus 3 dice to add to Givens as they would be derived from that career. A 4-die career gets 4 Benefits and 4 Given dice, a 5-die career gets 5 benefits and 5 Given dice to distribute.

The Benefit is the special skill or knowledge that is derived from your chosen Career. A benefit could be a weapon, an area of knowledge, a language, or a physical skill. You decide on the particular Benefits from your chosen Career to empower your character for the game.

When called upon to roll on your career without the specific value of the Benefits you have named, your Gamemaster may allow you to roll the full value of the career, the value with Bonus or Penalty dice to suit the situation, or roll a reduced number of dice.

A Career cannot be "all encompassing" – a soldier, a spy, a desk clerk, a reporter, a big game hunter, etc. A Career like Jack of All Trades would be in appropriate for **PLUS**.

SPECIALTIES

You have the freedom to build your character's Specialties as you like. You can think of this as the skills gained from occupations or just the way your character spent his time. Specialties are expressions of life-experience that shape the player character's unique personality and abilities. They include skills obtained from working in specific occupations. Specialties are areas of knowledge or ability without which the character would have no specific dice to throw and no chance to succeed.

COMBAT

Each person participating in combat with another character, animal, device or other opponent, rolls on REFLEXES to determine the order of Combat, High number goes first, with GM-determined modifications. A Combat Order roll is considered Easy. Fate dice do not apply to Combat Order rolls.

The only formula you need to remember in combat is:

(Attack + Additional Damage Roll) - (Defense roll + Armor Roll) = Damage

In an attack, the damage is the difference between the Attack and the Defense. If the Defense is greater than the Attack, the Attack has failed. If the Attack is greater than the defense, the Attack has been successful with damage equal to the points of difference between the Attack and the Defense. If the Attacker's Weapon inflicts additional damage, the Additional Damage is rolled and added to the deference between the Attack and the Defense. If the Defender is wearing Armor, the Armor is rolled to absorb the damage - Armor is compared against the points of damage in a successful attack. If the Armor roll is greater than the attacking damage, the damage has been absorbed by the Armor. If the damage is greater than the Armor roll, the damage above the Armor is rolled against the Defender's BODY and Damage Effects need to be applied against the Defender.

If the Attack has achieve a final damage number greater than six (6) points, the Quality of the success will affect the final damage. Damage may also be modified by the part of the body receiving the damage.

QUALITY OF SUCCESS

In combat, your roll is measured against your opponent. If your roll is sufficiently greater than your opponent, your damage will be modified by the degree of your success. With each level of success your damage is increased and becomes more lethal.

Difference	1-6	7-11	12-17	18-23	24+
Damage Bonus	0	+1	+2	+3	+4

TARGET NUMBERS

When you perform a task without opposition from another player character or ZIP, your will set a target number for the difficulty of a task. When you perform a task in opposition to another player character or an ZIP, you will roll according to the table below. The Gamemaster may not tell you the target number in advance, but will simply tell you whether you failed or succeeded

DIFFICULTIES

The Gamemaster chooses a target number to represent the difficulty of a particular task. The Gamemaster will assess the situation and assign extra dice, if they are appropriate. You will then roll available dice against the target number. The suggested table for difficulties is:

Target			Results	
Easy	**Moderate**	**Hard**	**Task Or Skill**	**Combat Order**
5 or less	6 or less	7 or less	Complete Failure	No action is possible
6-7	7- 9	8-12	Minimal Failure.	Dodge or Run only
8-12	10-13	13-19	Minimal Success	Defense/Attack - 1 Action Possible
13-16	14-19	20-25	Beneficial Success	Defense/Attack - 2 actions Possible, one action with 1d6 Bonus
17-22	20-25	26-32	Significant Success	Defense/Attack - 2 actions possible, or 1 actions with 2d6 Bonus
23 up	26 up	33 up	Legendary Success	Defense/Attack - 3 actions with 1d6 Bonus each, or 1 action with 3d6 Bonus

OPTIONAL COMBAT ORDER RULE

Roll REFLEXES. Divide number by 10. 9 or less, no action possible. 10-19, 1 action; 20-29, 2 actions, or 1 action with 2 bonus dice; 30-39, 3 actions or 2 actions with 1 bonus dice each, or 1 action with 3 bonus dice; 40-49 4 actions, or 3 actions - 1 with 2 bonus dice, 2 with 1 bonus die each; etc.

HIT LOCATIONS

There is a shift in damage according to the hit location. Range weapons are more likely to his the central trunk than a face-to-face melee fight.

Melee Weapons		Damage
Body Part	**4d6 Roll**	**Bonus**
Rump/Crotch	4	+4
Weapon Arm	5-7	+3
Right Leg	8-9	+2
Right Flank	10-11	0
Lower Trunk	12-13	0
Central Trunk	14	0
Upper Trunk	15-16	0
Left Flank	17-18	0
Left Leg	19-20	+2
Other Arm	21-22	+3
Head	23-24	+5

Range Weapons		Damage
Body Part	**5d6 Roll**	**Bonus**
Rump/Crotch	5	+4
Weapon Arm	6-8	+3
Right Leg	9-12	+2
Right Flank	13-14	+1
Lower Trunk	15	0
Central Trunk	16-18	0
Upper Trunk	19-20	+1
Left Flank	21-22	+2
Left Leg	23-24	+3
Other Arm	25-27	+3
Head	28-30	+5

AREA DAMAGE

When an area effect is required (such as a volatile dysha unweave, an exploding cleash capsule, an Earth-tec throw-explode, etc.), each of the player characters will roll 4d to determine their likelihood of being hit. Fate and Trash dice to NOT apply to this roll. The GM will roll for the ZIP/NPCs.

The GM will then roll 4d for each die used in the roll used to create the area damage - if the roll is the same as one of the numbers rolled by the ZIP/NPCs or player character, then that character will share damage with any others hit. Damage is divided by the number of people hit - one person takes it all (modified by Armor), three people each take 1/3, six people each take 1/6, etc. Round up on all fractions - you cannot take a fraction of a damage point.

DAMAGE EFFECTS

Every weapon is assigned damage in a combination of d6, d3 and bonus dice. Modifiers for the quality of success and the character's armor can reduce the damage. The actual damage is loss to the player character's BODY is identified by the difference between the success of the Attacking and Defending roll, modified by previous wounds, armor, hit location and the degree of success.

At 1/3 BODY loss, the character is functioning at a 1d6 penalty to actions (roll 1d6 and deduct it from the characters action roll). Each wound taken after 1/3 of BODY is compounded by an additional 1d3 damage. A roll on WILL must be successful for the wounded character to take any action.

At 2/3 BODY loss the additional damage is 1d6. The character must succeed at a roll against WILL to remain conscious and perform any task or action. If an action is possible, the character is functioning at a 1d6 Penalty. Each wound after losing 2/3 of BODY is compounded by 1d6+1d3 additional damage.

At 0 BODY the character is unconscious and will continue losing BODY at 1d6 per hour until treated or dead if the character is untreated. Under professional medical care, the rate will be a loss of 1d6 BODY every six hours if the medical caretakers fail their required rolls to treat the injuries... While being treated, the injured character must reach a minimum BODY of 1. At that point normal recovery can begin.

At a negative body number equal to the original number of BODY, the character is dead beyond healing.

For example: if the character started with 18 Body, at 12 BODY the 1/3 BODY effects would kick in, at 6 BODY, the 2/3 body effects would take effect, at 0 BODY the character falls unconscious and cannot be revived and will begin taking 1d6 of damage per hour (if untreated) or 1d6 damage per six hours (on a failed professional medical care attempt). At -18 BODY, the character is dead and cannot be revived, healed or resurrected.

In most P.L.U.S settings there is no resurrection.

RECOVERY

Wounds will normally recover BODY points at a rate of 1d3 for the first day, 1d for each week until the original BODY level is reached.

If the wounded person is successfully treated by someone with applicable First Aid skills, 1d can be recovered during the first day of the wound. If treated by a character with professional medical skills, the victim will recover an additional 1d points to BODY.

For higher skills, such as a Emergency Medical Technician or a medical Doctor, an additional 1d recovery beyond First Aid can happen in the first day of treatment. Each week of full immobilization under medical care, in a hospital, with a personal attendant or

something similar, an additional 1d points of BODY can be recovered.

If the wounds have taken the character's BODY below 0, First Aid and professional medical skills must be successfully applied every six hours to avoid the standard 1d6 additional damage given with treatment a damaged character may die. The six hour treatment of injuries may continue only until a character crosses the threshold of 0 BODY. At a BODY of 1, these extraordinary measures are no longer required and normal healing can proceed. It is possible to recover up to 3d in the first day of the wound (1d normal with 1d for first aid, plus 1d for professional medical care), and up to another 2d during week of recuperation (1d normal recovery, plus 1d for professional medical care).

ARMOR

Armor purchases provide die rolls for armor protection from damage. If your opponent has succeeded with hitting your character, your damage can be reduced if you wear good armor. Three questions must be answered. 1 - Where were you hit? 2 - Do you have armor there? 3 - Is it the right kind of armor? Armor effectiveness is determined a) if your armor provides resistance to the type of weapon being used against you, and b) you win a roll of your armor dice against the damage to be taken (the numerical success of your opponent's attack) against you by rolling your armor dice. If you succeed in your armor roll, you reduce the damage number rolled. If you roll extremely well with armor you can eliminate all damage. Fate dice apply with Armor rolls. The following table provides the number of dice allowed for armor rolls.

Armor	Bludgeon	Slice	Puncture	Burn/ Electrical	Isho	Base Costs
Canvas	1d	None	None	2d	None	15 gu
Cotton	None	None	None	1d	None	10 gu
Denim	2d	2d	1d	2d	None	15 gu
Earth-tec	5d	4d	4d	5d	None	5 gc
Leather	3d	2d	2d	3d	None	4 gems
Padded Leather	3d	3d	3d	4d	None	5 gems
Plate	6d	4d	2d	None	None	1 gc
Ring Mail	2d	4d	2d	None	None	8 gems
Wool	1d	None	None	2d	None	10 gu
Crystal Net	1d	2d	None	None	2d	2 gc
Crystal Studs on Leather	n/e	n/e	n/e	None	3d	4 gc
Crystal Scale	2d	2d	2d	2d	5d	8 gc

Successful Armor Roll Bonus

Roll difference	6 or Less	8-11	12-16	17-22	23-Up
Additional Reduction	0	+1d3	+1d6	+2d6	+3d6

ARMOR TYPES

A variety of armors can be used, and usually only the armor appropriate to the setting can be used. Check with your GM. Cost is according to the campaign setting.

Effective Code: Bludgeon (B), Puncture (P), Slicing (S), Electrical (E), Fire (F), Isho (I)

LEATHER AND FABRIC

Type	Cover	B	P	S	E	F	I	Penalty
Leather Shoe/Boot	F	Y	N	Y	Y	Y	N	
Canvas Shoes	F	Y	N	Y	Y	Y	N	-
Cotton Clothing	n+a	-	-	-	-	-		
Felt Hat	S	Y	N	N	Y	Y	N	
Heavy Long Coat	LTA	Y	N	Y	Y	Y	N	
Heavy Uniform	STAHL	Y	Y	Y	Y	N	N	
Leather Boots	F	Y	N	Y	Y	Y	N	
Leather Shoes	F	Y	N	Y	Y	Y	N	
Leather Chaps	L	Y	N	Y	Y	Y	N	
Leather Jacket	TA	Y	N	Y	Y	Y	N	1dP Reflexes
Leather Pants	HL	Y	N	N	Y	Y	N	1dP Reflexes
Leather Vest	T	Y	N	Y	Y	Y	N	
Leather Helmet	S	Y	N	Y	Y	Y	N	
Pith Helmet	S	Y	Y	Y	Y	Y	N	
Wool Cloak	LHTA	Y	N	Y	Y	N	N	
Wool Suit	LHTA	Y	N	Y	Y	N	N	
Wool Trousers	L	Y	N	Y	Y	N	N	

METAL

Type	Cover	B	P	S	E	F	I	Penalty
Helmet (Military)	S	Y	Y	Y	N	Y	N	
Metal Plate	SHTHAL	Y	Y	Y	N	Y	N	2dP Reflexes/Stealth
Ring Mail	SHTA	Y	Y	Y	N	Y	N	1dP Reflexes/Stealth

EARTH-TEC

Type	Cover	B	P	S	E	F	I	Penalty
MAS Reflector Armor	SHTHAL	Y	Y	Y	Y	N	-	2dP Reflexes/Stealth

CRYSTAL

Type	Cover	B	P	S	E	F	I	Penalty
Vest	T	None	None	None	None	None	Y	
Stud/Leather	TAL	(as leather type, plus)					Y	1dP Reflexes
Scale	HTAL	2d	1d	2d	2d	1d	Y	2dP Reflexes/Stealth

Note: A crystal vest is a lattice open net of metal or leather with itnermitent crystal chunks fixed in the junction fo the strands. Studded leather includes the protection of leather or padded leather, plus the isho protection of evenly placed crystal studs. Scale leather is finely made thin, broad flakes of crystal fixed in an overlapping pattern of 'scales' for broad coverage in a flexible covering.

Coverage code: A = Arms, F = Feet, H=Hips, L=Legs, S=Skull, T=Trunk

Weapons

Every weapon is assigned a damage factor in d6, d3 and/or Bonus dice. Damage is calculate by applying the difference between a successful attack roll and a failed defensive role. To that number you add the Damage Factor for the weapon, missile or ammunition. That total is deducted from the victim's Body. (See Damage Effects for effects of loss from Body.) **Strength** under **Range** means, roll the number of dice you have in **Strength** . The result is the number of yards are able to throw during this action round. **Strength** under **Damage Factor** means damage will be the difference between the succeeding Attack roll and the failed Defending roll, plus the total of a throw of the number of dice the character has in **Strength** , adjusted by the indicated fraction or multiplier.

Damage Bonus and Penalty dice are thrown with the weapon. (*) rolls are unmodified - no Fate or Trash Dice apply to those rolls.

FOUND WEAPONS				**GM Determined**
Weapon	**Cost**	**Type**	**Range (Yards)**	**Additional Damage**
Stick (small)	-	Bludgeon	1/2 Strength	1P
Stick (Medium)	-	Bludgeon	1/2 Strength	
Baseball Bat	-	Bludgeon	1/2 Strength	1B
Wooden Chair	-	Bludgeon	1/4 Strength	1B
Metal Chair	-	Bludgeon	1/2 Strength	2B
Brass Knucks	-	Bludgeon	n/a	+1d6
Rock	-	Bludgeon	Strength	1d6-14d6.(GM determined)
BLADED WEAPONS				
Axe	Gu 200	Slicing	Strength	+1/2 Strength
Dart	Gu	8/3	Puncture	Strength 2X (*)
Knife	Gu 20	Slicing	-	1P
Knife (throwing)	Gu 35	Puncture	Strength 2X	
Dagger	Gu 50	Slicing	-	
Dagger (thrown)	Gu 50	Puncture	Strength 2X	
Dirk	Gu 75	Puncture	-	1B
Short Sword	Gu 150	Slicing	-	1B
		Puncture	Strength	1B
Med. Sword	Gu 250	Slicing	-	+1d6
		Puncture	1/2 Strength	+1d6
Long Sword	Gu 350	Slicing	-	1B and +1d
		Puncture	1/3 Strength	1B and +1d
Shanthic (sm) Gl 200		Slicing	-	1B and +1d
		Puncture	1/3 Strength	1B and +1d
Shanthic (lg) Gl 600		Slicing	-	2B and +1d
		Puncture	1/3 Strength	2B and +1d
BOWS				
Standard	Gu200	Bludgeon	-	2P
Longbow	Gu 250	Bludgeon	-	1P
Steel Arrow	Gu 12/12	Puncture	45	1d6
Sheaf Arrow	Gu 20/12	Puncture	60	1B and +1d
Crossbow	Gu 300	Bludgeon	-	
Wood Bolt	Gu 20/15	Puncture	75	1B and +1d
AP Bolt	Gu 45/10	Puncture	60	2B and +1d

BLUDGEONS

Weapon	Cost	Type	Range (Yards)	Additional Damage
Club	Gu 65	Bludgeon	1/2 Strength	+1d
War Club	Gu 85	Bludgeon	1/2 Strength	1B
Mace	Gu 120	Bludgeon	1/4 Strength	
Morning Star	Gu 300	Puncture	1/4 Strength	2B and +1d

POLEARMS

Spear .	Gu 45	Slicing	-	1B and +1d
		Puncture	Strength x 2	+1/2 Strength
		Bludgeon	-	1P
Trident .	Gu 80	Held (Slicing)	-	1B and +1d
		Thrown (Puncture)	Strength	1P and +1/2 Strength (*)
		Bludgeon	-	1B and +1d

Staff of weapon can be used as small club.
Thrown object ranges are multiplied by Strength, measured 1d6 yards.

Jorune

PLUS: Player Levels Utility System
Adapted from Release 5.2 - September 1996

Isho for PLUS Jorune

This game is released to the net to further enjoyment of the Jorune setting. No one is getting paid for this, and you try to sell it we will come to your house with shanthic knives to free you from the bonds of your corrupt Earthly form.

Jorune has been a niche game favorite for over a decade. The rich texture of the world, the cultures, the races and the secret knowledge moving behind the scenes make it unlike any other game.

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An Introduction To Isho

There is an energy that pervades all living things. It has been called many things by many races throughout the galaxy, but on Jorune it has taken the distinct from of Isho. Sho-sen, the breath of life, runs through all living things on Jorune, including the aliens who have come to call this world home. Isho exists in seven colors, each dominated by one of the seven moves, and moving with an ebb and flow like the tides of the sea.

Many of the intelligent residents have learned to weave isho into useful forms called dyshas. Dyshas come in three forms - bolts, orbs and _body" isho which is trickled to or from the weaver. Blending isho types can be both a source of power and danger.

Of the alien races, Muadra are the most proficient weavers, second only to the native race, the Shantha. Thriddle, Woffen and Crugar are also able to weave limited dyshas. Pure humans, Boccord and some other races have a very limited access, and the presence of Shal isho can drive a Ramian mad.
A chart is provided to show which race has access to which varieties of Isho.

The cost of weaving isho is not the same for all races, and it may be so expensive for some that isho remains an unattainable dream.

Isho Modifiers

Isho is the ambient energy that surrounds Jorune. To build a pool of points to use for isho skills, including dyshas, roll the dice in your Isho Characteristic. The result is the total amount of isho you may expend in any given time period. When you cast a dysha or use an Isho Skill, you must deduct the amount of isho expended fro your current total. At zero isho you may not use any of your isho skills.

The time period for Isho restoration is different for each race. At the end of each period, the player must re-roll Isho and Color points for the next period. A gamemaster bonus or penalty may be applied according to local isho weather or isho producing conditions.

For Color Points, roll 2d and add them to your Isho Characteristic. Apply your race's Isho Modifier. The result will give you the total number of points to be distributed into the various moons and colors under Color. Color Points are distributed into the seven Moons, each of which is represented by a color. Your points in Moon Skills will determine which dyshas you can weave, and how largethose dyshas can be.

Color Point Distribution

Color points are levels in each of the seven moons. Color points are obtained by two rolls of the dice in your Isho characteristic.

The first roll of the isho dice for color points will give you the number of points in your Lih-al, the primary color of isho you weave.

The second roll of the isho dice for color points will give you the number of points available in other Lih-als. This number will be multiplied by your racial Isho Modifier.

Certain occupations may offer additional die rolls in color points.

Color points are also multiplied by your character's racial Isho Modifier.

These extra points can be distributed in your your primary or other colors, as you choose.

You may only distribute Color Points into those colors your race can manipulate.

Isho Skills

Isho is the natural, ambient energy of Jorune. The isho skills will be restricted to the specific moons in which you distributed points. Signature skills, Tra sense and other special rolls may be performed by the GM instead of the player and the player will be told the result, unless the GM directs the player to roll on a specific occassion.

Although these rolls are performed by the GM the player must still distribute isho points into the skills to have them available. 1 point of isho equals 1d in the chosen skill. A player can choose to not select any of the isho skills.

Caji Entropy - (muadra only) A dangerous ability to temporarily build up isho by rolling dice to add points to the primary lih-al. On a roll or re-roll of 5 or less, the character takes a 1 week loss of isho equal to a roll of the same number of dice as the player has allocated to Caji Entropy. On a toxic reroll (all 1s) the muadra has kerned and has no isho for a full day. Isho cost of 1 isho point for each die rolled. No color cost.

Estimate Isho - (muadra only) - A roll to judge the isho in a person, animal or the local area. Isho cost of 1 point per die rolled. Toxic reroll kerns the character and leaves no isho or color for one full day.

Isho Sensitivity - Within the limitations of the racial isho spectrum, can detect concentrations of that isho nearby. 1 isho point per die rolls.

Signature - False - (muadra only) May project an isho signature other than one's own - can make a an isho perceiving person see the weaver or target as a differnt specific type of isho-bearing creature, plant or object. 2 points of isho per die rolled.

Signature - Mask The ability to disguise the signature of the weaver or a target to be perceived as another type of creature to an isho seeing seeker. 2 points of isho for each die rolled.

Signature - Race - The ability to identify an unseen targe and correctly identify the race to which that individual belongs. Exceptional rolls can reveal a specific individual within its race. 1 point of isho cost for each die rolled.

Sig.-Spectrum - (muadra only) A roll to see if the character can evaluate the isho contained within a person, item or creature. Cost of 1 isho point per die rolled.

Tra Sense - (Tra moon required) - A roll to see how much of the surroundings the characer can detect thourhg the ambient isho. Cost of 10 Tra color points and 1 point of Isho on each attempt.

Warp Stabilization - (Tra moon required) - in the event of a failing warp, this will allow the war to remain open for the number of second equal to the points fo the roll over 10.

Isho And Isho Points

For game play, the Special Effect is Isho. The dice that you allocate into Isho will determine your number of points available to buy dysha skills, and will also determine your color points.
There are seven types of Isho and each group is called a Lih-al in the native tongue. You must determine the Lih-al of your character, within the limitations of his or her race.

Color And Color Points

Color refers to the seven colors of Isho on Jorune. You will create a pool of points in each available color from which you will buy your right to cast a dysha. Color points aregenerated through a roll of your Isho dice.
Two rolls are performed. The first roll is the number of points available in your own Lih-al. The second roll is the number of color points available in the other Lih-als within your racial spectrum.

Why you _buy" a dysha you need to have the correct colors for the dysha, and need to know the cost in isho, which is not the same as the cost in color.

For example, if your character is a bronth with a primary Lih-al of Launtra and you allocated four dice into your Isho characteristic, you would roll 4 dice for Launtra points, and 4 dice for points in all the other ishos available to Bronth.

The roll of Isho for Launtra results in 5-3-6-6, for 23. The two 6s can be re-rolled, getting a result of 7-1. The one is Trash and discarded. The 7 is added to the previous total of 23, giving 30 Launtra points for the character.

The second roll for other Lih-al results in 1-2-2-8. The one is Trash and discarded, giving a total of 12, the 2s are re-roll as 7-7, 14 added to 12 is 26, and the 7s are re-rolled as 1-5. The 1 is trash and discarded, the 5 is added, giving you 31 points for all other available Lih-al.

Throwing Dyshas

When you are ready to learn dyshas, the final number of points in your isho pool are the number of dice available to distribute into dyshas, according to the limitations of your racial isho spectrum.

You may not use isho that is not shown in your racial spectrum.

> Easy isho (Gobey and Desti) get 1 bonus die (1B) for each moon when thrown for a dysha.
>
> Hard isho (Shal and Tra) get 1 penalty die (1P) for each moon when thrown in a dysha.

If you have both 1B and 1P, you may: a) throw both extra dice and remove the highest and lowest dice from the roll, or b) allow the bonus and penalty to cancel each other and not throw those dice in the roll.

When you "learn" a dysha by distributing points into that dysha and including it in your list of dyshas on your character sheet, you are creating the opportunity to throw that dysha during the game.

When your throw a normal dysha, you will need to do some extra "bookkeeping" - it is the cost of the use of isho.

Bookkeeping With Isho

When you throw a dysha, you must:

> Deduct the cost of the Isho from your current Isho Points;
>
> Deduct 2 color points from your Color Points for EACH of the dice showing in your learned dysha.

A Simple Example:

Obrom, a bronth healer, has 4 dice in the dysha "healer" and her woffen buddy just took 14 points of damage from a crossbow bolt from the shadows in the alley in front of them. When she rolls for healer she will deduct:

4 points from isho points
8 points from color points (two for each dice of your roll)

The roll for the healer dysha came to 6-5-3-5 (19) and the 5s are rerolled as 4-2 (total of 25 points of Healer. Every 6 points = 1 point of healing on the target's Body, so 4 points of healing. Medrow eyes flutter and he has a chance to live - if Obrom can get them away from another attack.

NOTE: when throwing healer, the efect is in whole units of 6 points. Anthing other than a whole unit of 6 points is lost.

A Harder Example

Three maudra have been walking for weeks after their ship wrecked off the coast of Drail. They have seen nothing but jungle, beagre and a few big shadowy things at night. Ordin argues that they should join together to open a warp and get away from there. Wellid cautions safety - they have no idea where a warp from here would connect - they could wind up in the execution field of Thantis.

Kedl announces she will open Inner Eye to see where this warp cell connects. Kedl wants to throw Inner Eye - a mixof Tra and Du.

She only has 3 dice in "inner eye" and it includes Tra, which has a penalty for each "weave" of the two Tra-Du dice to throw the dysha.

She rolls 6 dice: 3 from skill and 3 penalty dice. (1 from the Tra Penalty for each point of Tra to be thrown)

The bookkeeping reads:

3 points from Isho
3 points from Tra
3 points from Du

The roll is 2-3-1-3-6-4. The penalty requires the three highest numbers to be removed, which costs your the re-roll on the double 3s, the 4 and the 6. The one is trash - her dysha fails. After a bit of wailing and yelling from the other two, she will try again.

Bundling Dyshas

You may 'bundle' the dysha - increase its strength by 'buying' bonus dice at 1 isho point per bonus die. This will give you the more valuable rolls for your dyshas, but will wear down your isho pool faster.

You may also add Luck dice to the roll, if you really want to succeed.

A Hard Example

Kennis, the muadra jer, is being chased by two angry borkelby tarro -something to do about a pup being taken to town to sell as a pet. The screaming tarro chase him until he comes to the brink of a 60 foot cliff. Sweat pouring down his face, and a yipping tarro pup in his backpack, and weaves the most "suspension orb" of his short life, to carry him safely down while protecting him from the rocks, sticks and fists the tarro are likely to hurl at him.

Kennis has 3 dice in Suspension Orb, which has a bonus die because of the Gobey it contains. He puts 2 luck dice into it - just to be sure.

The Gamemaster decides this is a really hard task, eleveating the difficulty to succeed.

Kennis really wants to make it back to town with the pup, so we Bundles two extra levels (two dice).

So, his bookkeeping says he is going to roll 8 dice;

3 for his skill level
1 bonus from gobey
2 luck dice
2 bonus for bundling

The charge against his isho and color points becomes:

3 gobey from the dysha
3 ebba from the dysha
3 isho from the dysha
2 isho from the bundling
2 dice from his Luck pool

He rolls the dice and gets:

4-5-3-3-1-4-2-5

The 1 and 2 are removed because of the bonus dice.

With double 3s, 4s, and 5s he must make a choice on the extra die to remove - he chooses one of the threes.

The result gives him 4-4-5-5-3 (21)

He rerolls the 4s as 5-6 (+11 = 32).

Kennis is afraid to push it by rolling the double 5s - the player always has the option to not reroll and going toxic at this point would be a very bad thing. He feels the pressure around him as the suspension orb forms and lifts gently to a few inches above the ground.

Kennis' weave is enough to wrap himself in the orb and feel the impact as the first of the adult tarro slam into him and knock him and his prize animal over the cliff, where they float safely - much to the tarros' outrage.

The momentum will carry him safely forward and down for the duration equal to the result of roll -32 seconds.

Even with the four arms, the tarro are hard pressed to find a fast way down the cliff and circle back to the spot where Kennis will land. It gives him enough of a lead for him to prove the meaning of the word 'jer' - a jungle runner.

With every expectation of living to see the gates of Meidrinth, he sprints north where he hopes to lose the tarro in the stench of a black swamp a mile ahead.

An Even Harder Example

Ched and Raggen, a muadra and woffen team who hired out to protect a smallcaravan traveling between Lusail and Gauss, know that a hoard of children who poured from an alley, stole some boxes from the caravan and are chasing the street arabs through the backstreets of Sal'amarine in north Gauss. Raggen has been able to follow their stink for several blocks when he loses it behind a candle makers, where the vats of hot fat and wax get in the way. None of the little thieves are in sight but Ched is certain they passed this way.

They ask the plump woman dipping rods of tied wicks into the vats if she saw them. She says children run through here all the time - steal her candles, but what can she do, she's just a poor widow woman trying to feed her children with her candle business.

Ched and Raggen exchange looks and turn away. They take a seat on the lip of the well and while Raggen lowers the bucket, Ched quietly weaves "Rummage" - composed of Shal and Tra. Ched only has two dice in Rummage, but will spend two luck to improve his chances.

He will roll 8 dice:

- 2 for the dysha level
- 2 penalties for Tra
- 2 penalties for Launtra
- 2 Luck dice

The bookkeeping reads

- 2 from Luck
- 2 from isho
- 2 from Tra
- 2 from Launtra

The roll is:

5-3-2-2-1-1-4-6

The four penalties are 3-4-5-6, leaving 2-2-1-1 for a total of 4 (remember, 1s are trash) BUT there are two sets of doubles - which Ched quickly rerolls for 4-4 and 3-2 (+8 and +5 added to original roll of 4, for a total of 17), rerolling the 4s gives 3-5 (+8 = 25).

The Gamemaster rolls for the candlemaker, who only has two dice in Isho and rolls 4-6 (10). Ched's roll on Rummage is reduced by that passive defense, but still gives 15 points, which means with 3 points for each word, a total of 5 words picked from the womans mind.

Ched hears the words muffled and distant, but can clearly hear 'thief -son - run - fear - Toman'. Raggen drinks noisely while Ched pulls his sword.

He turns to the woman and says grimly, "Tell me where I can find Toman and the goods he stole from us, or tonight he becomes an orphan."

The PLUS dysha system is designed to offer clear advantages or disadvanges to the various races in isho combat, the same mechanics for both sides. The difficult part of the system comes during character generation and during the game it is a question of choices, isho bookkeeping and simple arithmetic for your die rolls.

Even an isho strong muadra can fail, a weak ability can still succeed.

Dyshas

There is room on your character sheet for 13 dyshas. There are available to beginning characters within the limitations of the character's racial isho spectrum. The art of weaving is a very improvable skills and new dyshas could be created by the player, if they are will to risk the penalties of failed or toxic rolls on the attem. Even mid-level advanced characters may not reach this number.

Dyshas have the cost of the dysha in isho, and a cost in color points.

The 28 Dyshas of the Basic Lih-als

The Caji's List

Group	Tra	Shal	Launtra	Ebba	Du	Desti	Gobey
Ca-Gobey Easy	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetratrion Bolt	Shield
Ca-Desti Easy	Reflector	Frost Bolt	Stiff	Spinner	Sear	Lightning Blast	
Ca-Du Moderate	Inner Eye	Spectral Stun	Night Eyes	Power Orb	Orb of Light		
Cie-Ebba Moderate	Floater	Scramble	Shining	Levitate			
Ca-Launtra Moderate	Eye	Inner Freeze	Body	Healer			
Ca-Shal Hard	Rummage	Brain Blast					
Ca-Tra Hard	Deflector						

You must learn the dyahs of your Lih-al first.

Read down for Lih-al, across and up to the same Lih-al for the seven dyshas native to that moon / color group.

In the expansion we will have the
Copra's list (3 moon combinations)
and the Sho list - (4 moon combinations)

Dyshas Alphabetically

NOTE: Some dyshas in the Caji list may cost more than 2 color dice for each die of the skill. Make the note of these costs and apply them to the bookkeeping for your isho and color points.

Dysha	Isho	Range	Lih-al	Composition , Effect and notes
Bell	8	-	Ebba	Ebba 3, Launtra 3, Tra 1 (1P) / Abosorb and hold sound -2d words, can be assigned with seek to find specific signature and release sound or will release if touched.
Blinding	8	6	Launtra	Launtra 6, Du 4 / Blinded for 1d seconds
Body Freeze	5	3	Desti	Desti 5 (1B), Shal 3 (1P) Loss of motion for seconds equal to die roll
Body Shield	-	8	Launtra	Launtra 4, Gobey 4 (1B) / Covers body for seconds equal to die roll
Brain Blast	5	3	Desti	Desti 5 (1B), Shal 5 (1P) -5 Advantage for 1 round for every 7 points of the die roll
Bubble	5	3	Gobey	Gobey 2 (1B), Tra 2 (1P) / Hemisphere shield
Cage	5	3	Gobey	Gobey 2 (1B), Desti 2 (1P) Bubble around target - Strength of Weaver, if broken, turns to Lightning BIast if broken (equal die roll for damage within 1d yards, Use AREA DAMAGE rules.)
Calm Animal	8	3	Shal	Tra 5, Shal 4 (1B) Animal/person calms
Carry	10		Gobey	Gobey 5 (1B), Ebba 5 / Transports 10 pounds for every point of the roll, 1 yard for each point. A 14 point roll can move 140 pounds 14 yards. The weaver may opt to carry a shorter distance.
Cast Energy	8	5	Du	Du 5, Desti 3 (1B) / 6' orb of intense heat. Burn damage.
Constrictor	5	3	Gobey	Gobey 2 (1B), Shal 2 (1P) Confines target; Painful on living things, may sever target, similar to Power Hold but edge on, rather than flat of the band for slicing damage. May amputate.
Craze	5	3	Shal	Shal 5 (1P) Fits for 2d Rnds, ld wounds to ramdom body locations.
Create Warp	10	10	Tra	Tra 25 (1P) Opens Warp for 1dx4 seconds
Deflector	4		Tra	Tra 3 (1B) Redirects dysha around caster
Drain	8	7	Tra	Tra 15, Desti 8 (1P) Dissipates 1/2 target's Isho for net 3 rounds
Faint	8	2	Shal	Shal 2, Tra 2 (1B) Target faints
Faint Touch	3	2	Launtra	Launtra 4 , Shal 3, / Target faints
Fire Touch	5	3	Desti	Desti 5, Launtra 5 / Burn damage. Weaver must keep fingers away from direct contact or Caji shares damage - takes half the damage thrown.
Flinger	8	5	Gobey	Gobey 2 (1B), Du 2 four 1_ solid orbs (2d damage if strike)
Force	5	10	Gobey	Gobey 8 (1B), Ebba 5 Pushes target back, equal to Strength (team dysha)
Frost Bolt	8	3	Desti	Desti 5 (1B), Shal 2 (1P)/ Bolt of cold
Glow	2	3	Du	Du 5 / Causes touched object to glow for number of minutes equal to the points of the roll
Healer	4	3	Launtra	Launtra 5, Shal 2 (1P) / Restores 1 BODY in the target for every 6 points of the weaver's roll. Completely heals superficial wound.
Innner Ear	6	2	Tra	Tra 4 (1P), Launtra 2 / Hear other location in warp
Innner Eye	6	5	Tra	Tra 8 (1P) , Du 4 / See other location in warp
Kern	1	1	n/a	1 Isho point and 1 color point of any moon - on a roll of 8 or above the weaver loses all Isho and all Color points / Handy in an isho storm.
Kern Other	7		Shal	Shal 10 (1P), Ebba 5 / Againts target's Will
Levitate	5	8	Ebba	Ebba 5, Shal 3 (1P) / Levitates caster or target for 3dx2 seconds. Levitation limited to Weaver's strength (for each level of the dysha thrown.
Ligntning Blast	2	1	Desti	Desti 2 (1B) Burn damage, can be defelected by crystal armor.
Night Eyes	4	2	Shal	Shal 2 (1P), Du 2 / Increases vision in darkness for seconds equal to the roll

Dysha	Isho	Range	Lih-al	Composition , Effect and notes
Orb of Light	1	6	Du	Du 1 (1B) Illuminates area, brightly for 3d minutes, or softly for up to 1d hours. Will follow weaver.
Penetration Bolt	5	7	Du	Du 10, Desti 5 (1B), Gobey 5 (1B), Automatically penetrates non-isho/crystal armor to damage body
Ping	5	1	Gobey	Gobey 1 (1B), Ebba 1 / 2" orb
Power Hold	5	1	Ebba	Ebba 3, Gobey 2 (1B) / 4 confining rings
Power Orb	5	1	Ebba	Ebba 3 / 1' orb that pushes hard
Pull	3	-	Gobey	Gobey 3 (1B), Launtra 2 / Draws target to the weaver.
Push	5	1	Gobey	Gobey 2 (1B) 1' orb that pushes gently
Quantum	8	3	Du	Du 5, Desti 5 (1B)/ 5' orb of heat
Reflect	-	5	Tra	Tra 10, Gobey 2 (1B) Redirects dysha where caster wants
Rummage	5	10	Shal	Shal 10 (1P), Desti 5 (1B) Discloses one word from target's mind for every 3 points of the roll to weave the dysha.
Scramble	5	3	Shal	Shal 5 (1P), Tra 5 (1P) Cripples Moons (except Desti)
Seek	3	(*)	Shal	Shal 5, Launtra 5 / Assigns a dysha to a specific individual isho signature, doubles the cost of the attached dysha (* Range is 50 yards for each point of separate roll of Isho)
Shield	2	2	Gobey	Gobey 2 (1B) Protects on one side of weaver to the number of point equal to the roll.
Shield Implosion	5	6	Desti	Desti 6, Tra 5 (1P) Collapses any Gobey Shield
Shield Shatter	8	6	Desti	Desti 6, Gobey 4 (1B) Damage to shield
Shining	4	1	Ebba	Ebba 4, Du 3 / Creates a moving orb that can be directed by the weaver for 2d minutes.
Spasm	10	5	Shal	Shal 8 (1B) , Gobey 4 (1B) / Locks 1' sphere to target with shock for 1d rounds
Spectral Stun	5	3	Du	Du 10, Shal 5 (1P) -5 Advantage for rnds
Spider Grip	-	8	Launtra	Launtra 5, Ebba 3 /Can climb nearly smooth surface easily for 4d.3 seconds
Spinner	3	10	Ebba	Ebba 5, Shal 2 (1P), Desti 5 (1B), Tra 1 (1P) As Stiff, plus Spins target for 2d rnds; drop object on failed Strength roll roll
Stiff	8	5	Ebba	Ebba 5, Shal 4 (1P), Desti 4 (1B) Causes all muscles to contract, may break bones, Drop object on failed Agility roll
Summon	10	-	Shal	Shal 4, Tra 1 (1P) , Launtra 2 Causes target to seek out the weaver
Suspension Orb	3	10	Ebba	Ebba 3, Gobey 3 (1B), Tra 1 (1P) Balloon levitates target for rnds
Sway	5		Tra	Tra 10 (1P), Shal 4 (1P) Causes target to favor the weaver or the weaver's ideas.
Tingler	6	8	Shall	Launtra 8, Desti 4 (1B)/ Gives a shock to anything touching target for 2d minutes; may be cast on weaver
Tumble	5	6	Tra	Tra 2 (1P), Ebba 2 Eases fall
Tunnel	7	-	Gobey	Gobey 2 (1B), Ebba 5 / Works with Carry to mine or steadly deposit things into Carry
Wall	5	10	Gobey	Gobey 5 (1B) , Ebba 4 30 sq. ft. shield (team dysha)
Wipe	5	-	Gobey	Gobey 3 (1B), Ebba 12, Tra 6 (1P) Moving Wall (team dysha)
Wrap	10	-	Du	Du 10, Tra 8 (1P), Shal 5 (1P) Invisibility for number of seconds equal to the points of the roll.

Some of the dyshas require points from a third (or fourth) color. These costs are deducted and the chracers must have sufficient moon/color points to throw the dysha. The additional moons can be taken even if they are outside the character's primary lih-al so long as the dysha thrown contains the primary color.

PLUS Jorune **Gengen** (Quick Generation sheet)

TABLE 1 - AGE KEY TO DISTRIBUTION OF DICE

	CHARACTER	SPECIALTIES		CAREERS			Max.	STARTING
AGE	-	GIVEN *	-	Primary	Second.	Second.	Dice	MONEY (Modern)
16	2	+2	4	3	-	-	3	$ 25 x 2d x Mod
17	2	+2	5	3	2	-	3	50 x 2d x Mod
18	2	+3	5	3	2	-	3	75 x 2d x Mod
19	3	+3	5	3	2	-	3	100 x 2d x Mod
20	3	+4	5	3	2	-	3	100 x 2d x Mod
21	3	+4	6	3	2	-	3	100 x 2d x Mod
22	3	+5	6	3	2	-	3	125 x 2d x Mod
23	4	+5	6	3	3	2	3	125 x 2d x Mod
24	4	+6	6	3	3	2	4	150 x 2d x Mod
25	4	+6	6	4	3	2	4	150 x 2d x Mod
26	4	+7	6	4	3	2	4	150 x 2d x Mod
27	4	+7	6	4	3	3	4	175 x 2d x Mod
28	5	+7	7	4	3	3	4	175 x 2d x Mod
29	5	+8	7	4	4	3	4	200 x 2d x Mod
30	5	+8	7	4	4	3	4	200 x 2d x Mod
31	5	+9	7	4	4	4	4	200 x 2d x Mod
32 up	5	+9	7	5	4	4	4	200 x 2d x Mod

TABLE 2 - HIGHER GAME LEVELS

	PROFESSIONAL	ADVENTURER	HERO
Characteristics	+2d	+4d*	+5d*
Given	+4d	+5d*	+6d*
Careers	+1d	+2d*	+3d*
Specialties	+4d	+8d*	+12d*
Maximum Dice*	5	6	7

* If your total dice exceed the allowed maximum dice limit, the excess dice may be used in several ways. 1) you have a total number of Benefits equal to the original number of dice allowed.

BODY - Roll 2d and add the value of the dice used in the game (6 for dice games, 8 for d8, etc.).

LUCK - Roll 1d and add the value of ths dice used in the game (6 for d6, 8 for d8, etc.)

HOLDING BACK POINTS - A player may choose to set aside a few points to buy a few skills later in the game when everyone has a better feel for the world or the campaign. You may not hold back more than 10% of your total skill points.

CAREERS

1 Benefit with 1 Bonus die
1d to add to Given Skills related that Career

A 3-die career = 3 Benefits, plus 3 add dice to to Givens as derived from that career. A 4-die career = 4, 5-die career 5.

NOTE:
The character worksheet on the following page should be given to your gamemaser. But it could be used as a characters shee, in a pinch.

GIVEN SKILLS
For game play, round up fractions.

ATHLETICS

Brawl STRENGTH+COORDINATION/2
Climb STRENGTH+WILL/2
Dodge REFLEXES -1
Fist STRENGTH -1
Kick (STRENGTH+REFLEXES/2) -1
Run (STRENGTH+COORDINATION+WILL)/3
Swim (STRENGTH+WILL/2) -1
Throw (Balanced) COORDINATION+WILL/2
Throw (Unbalanced) STRENGTH+WILL/2

BASIC SKILLS

Common Devices EDUCATION+WILL/2
Conceal Item INTUITION -1
Conceal Self WILL -1
Drive (MECHANICAL+WILL/2) -2
Evaluate EDUCATION+INTUITION/2
First Aid EDUCATION -2
Follow INTUITION+WILL/2
Info. Search EDUCATION
Local Lore EDUCATION -1.
NATIVE LANGUAGE Spoken at EDUCATION, read at EDUCATION-1, write at EDUCATION -2. If iliterate, spoken iat EDUCATION+1 and read/write with no base. (Available as Benefits or Specialty).
Negotiate CHARM+INTUITION/2
Recent Events EDUCATION+CHARM/2
Search INTUITION+WILL/2
Stealth REFLEXES+WILL/2
Survival (specify area) Own at 3d, one adjacent at 2d
Track EDUCATION+WILL+INTUITION/3

PLUS Jorune

CHARACTER WORKSHEET **5th Edition Revised**

LEVEL _____ **ROLLS: AGE** ____ Years = _____ Careers **LUCK** _____ **BODY** _____

Age ____ **Height** ___'___" **Weight** _____ **Hair** _____ **Eyes** _____

BASE	Characteristics ___	Givens * ___	Primary ___	Secondary ___	Minor ___	Specialty ___	Max __
LEVEL	Characteristics ___	Givens * ___	Primary ___	Secondary ___	Minor ___	Specialty ___	Max __
TOTAL	Characteristics ___	Givens * ___	Primary ___	Secondary ___	Minor ___	Specialty ___	Max __

PLUS Revised — Character Development Worksheet

PLAYER .....

CHARACTER ..... Level _____

CONCEPT .....

.....

.....

DIE POOLS

Die used for this campaign d ____

	Characteristics - Given Skills*	Specialties -	CAREERS Primary	Secondary	Minor
AGE BASE DICE	___d ___d	___ d	___ d	___ d	___d
LEVEL BONUS	___d ___d	___ d	___ d	___ d	___d
TOTAL	___d ___d	___ d	___ d	___ d	___d

Maximum dice for this campaign ____

CHARACTERISTICS

STRENGTH	__	☐☐☐☐☐☐
REFLEXES	__	☐☐☐☐☐☐
COORDINATION	__	☐☐☐☐☐☐
EDUCATION	__	☐☐☐☐☐☐
WILL	__	☐☐☐☐☐☐
MECHANICAL	__	☐☐☐☐☐☐
CHARM	__	☐☐☐☐☐☐
INTUITION	__	☐☐☐☐☐☐
ISHO	__	☐☐☐☐☐☐

SPECIALTIES/WEAPONS

.....	__	☐☐☐☐☐☐☐
.....	__	☐☐☐☐☐☐☐
.....	__	☐☐☐☐☐☐☐
.....	__	☐☐☐☐☐☐☐
.....	__	☐☐☐☐☐☐☐
.....	__	☐☐☐☐☐☐☐
.....	__	☐☐☐☐☐☐☐
.....	__	☐☐☐☐☐☐☐
.....	__	☐☐☐☐☐☐☐

* GIVEN SKILL DICE

Age Base Dice ..... _____

Level Bonus..... _____

Primary Career..... _____

Secondary.Career..... _____

Minor Career..... _____

from **CHARACTERISTICS** to **AthleticsSkills**

Strength ..... _____

Reflexes..... _____

Coordination..... _____

to **Basic Skills**

Education ..... _____

Mechanical ..... _____

Will ..... _____

Intuition ..... _____

Effect (*) ..... _____

Total Dice Available For Given Skills _____

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CAREERS and BENEFITS

Primary _____ _____

....

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Secondary _____ _____

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Minor _____ _____

....

.... Balanced

Awards (GMs Option)

....

....

ATHLETICS

Brawl ..... _____

Climb..... _____

Dodge..... _____

Fist ..... _____

Kick ..... _____

Run ..... _____

Swim ..... _____

Throw ..... _____

Unbalanced _____

BASICS

Com. Devices_____

Conceal Item _____

Conceal S.elf _____

Drive..... _____

Evaluate..... _____

Follow .....

Info Search.... _____

Local Lore..... _____

.....Negotiate ..... _____

Recent Events ____

Search..... _____

Survive ..... _____

Track ..... _____

Language (Own)

Speak..... _____

Read ..... _____

Write ..... _____

SENSES

Hearing ..... _____

Sight ..... _____

Smell ..... _____

Taste ..... _____

Touch..... _____

PLUS Jorune

I S H O W O R K S H E E T

Player

Character

Race

Concept .....

.....

.....

CHARACTERISTICS

STRENGTH	___	☐☐☐☐☐☐
REFLEXES	___	☐☐☐☐☐☐
COORDINATION	___	☐☐☐☐☐☐
EDUCATION	___	☐☐☐☐☐☐
WILL	___	☐☐☐☐☐☐
MECHANICAL	___	☐☐☐☐☐☐
CHARM	___	☐☐☐☐☐☐
INTUITION	___	☐☐☐☐☐☐
ISHO	___	☐☐☐☐☐☐

ISHO AND COLOR POINTS

Racial Isho Modifier..... _____
Isho ____ x Modifier =..... _____
Regneration (circle)
daily __ days weekly

Racial Isho Spectrum (Available)
Gobey Desti Du Ebba Launtra Shal Tra

Additional d-roll for points..... _____

Color Distribution

Color Roll 1 (Primary) _____ _____
Color Roll 1 _____ X Mod... _____
Other Mod _____ Total.. _____

Color Roll 2 (Other)_____ _____
Color Roll 2 _____ X Mod... _____
Other Mod _____ Total.. _____

Moons Distribution

Tra.....1P [White] _____
Shal.....1P [Blue] _____
Launtra.....[Green] _____
Ebba.....[Yellow] _____
Du.....[Amber] _____
Desti..... 1B {Red] _____
Gobey.....1 B [Brown] _____

Dyshas

Primary Lih-al: _____

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

Name ..... ☐☐☐☐☐☐
__ ISHO COST Effect.....
COLOR COSTS .....
__ Du __ Shal (1P) __ Ebba __ Tra(1P) __ Launtra __ Gobey (1B) __ Desti (1B)

PLUS

Player

Character

Race

Origin

Concept .....

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SKETCH

Weight ____ Height ____
Age ____ Hair ____
Eyes ____ Skin ____

CHARACTERISTICS

STRENGTH	__	☐☐☐☐☐☐
REFLEXES	__	☐☐☐☐☐☐
COORDINATION	__	☐☐☐☐☐☐
EDUCATION	__	☐☐☐☐☐☐
WILL	__	☐☐☐☐☐☐
MECHANICAL	__	☐☐☐☐☐☐
CHARM	__	☐☐☐☐☐☐
INTUITION	__	☐☐☐☐☐☐
ISHO	__	☐☐☐☐☐☐

	Original	Current
LUCK		
BODY		

Modifiers

Lifting Weight..... _____
Injury Mod..... _____
Damage Mod..... _____
Isho Factor .....X_____
Maximum Isho ..... _____

GIVEN SKILLS

Athletics

Brawl .....__ ☐☐☐☐☐☐
Climb .....__ ☐☐☐☐☐☐
Dodge .....__ ☐☐☐☐☐☐
Fist .....__ ☐☐☐☐☐☐
Kick .....__ ☐☐☐☐☐☐
Run .....__ ☐☐☐☐☐☐
Swim .....__ ☐☐☐☐☐☐
Throw (Balanced) . __ ☐☐☐☐☐☐
Throw (Unbalanced)__ ☐☐☐☐☐☐

Basic Skills

Common Devices __ ☐☐☐☐☐☐
Conceal Item ....__ ☐☐☐☐☐☐
Conceal Self .....__ ☐☐☐☐☐☐
Drive .....__ ☐☐☐☐☐☐
Evaluate .....__ ☐☐☐☐☐☐
First Aid .....__ ☐☐☐☐☐☐
Follow .....__ ☐☐☐☐☐☐
Info. Search .....__ ☐☐☐☐☐☐
Language (Native)_____
Speak.....__ ☐☐☐☐☐☐
Read.....__ ☐☐☐☐☐☐
Write.....__ ☐☐☐☐☐☐
Other Languages as Specialty or Benefit
Local Lore .....__ ☐☐☐☐☐☐
Negotiate __ ☐☐☐☐☐☐
Recent Events ..__ ☐☐☐☐☐☐
Search __ ☐☐☐☐☐☐
Stealth .....__ ☐☐☐☐☐☐
Survival (specify area)
Own .....__ ☐☐☐☐☐☐
Adjascent .....__ ☐☐☐☐☐☐
Track .....__ ☐☐☐☐☐☐

Senses

Hearing.....__ ☐☐☐☐☐☐
Sight.....__ ☐☐☐☐☐☐
Smell .....__ ☐☐☐☐☐☐
Taste .....__ ☐☐☐☐☐☐
Touch..... __ ☐☐☐☐☐☐

Awards (GMs Option)

.....__ ☐☐☐☐☐☐
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Primary Career

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Secondary Career

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Minor Career

_____ ☐☐☐☐☐☐
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Specialties

..... __ ☐☐☐☐☐☐
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..... __ ☐☐☐☐☐☐

Armor

Area	Type	B	I	P	S	E	VALUE
Skull	_____	__	__	__	__	__	☐☐☐☐☐☐
Trunk	_____	__	__	__	__	__	☐☐☐☐☐☐
Arms	_____	__	__	__	__	__	☐☐☐☐☐☐
Hips	_____	__	__	__	__	__	☐☐☐☐☐☐
Legs	_____	__	__	__	__	__	☐☐☐☐☐☐
Feet	_____	__	__	__	__	__	☐☐☐☐☐☐

B - Bludgeon P - Puncture S - Slice E - Electrical F - Fire

Weapons

..... __ ☐☐☐☐☐☐
Range _____ Extra Damage _____
Note: .....

..... __ ☐☐☐☐☐☐
Range _____ Extra Damage _____
Note: .....

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Range _____ Extra Damage _____
Note: .....

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Range _____ Extra Damage _____
Note: .....

..... __ ☐☐☐☐☐☐
Range _____ Extra Damage _____
Note: .....

Money

Primary Career ..... _____
Secondary Career ..... _____
Minor Career ..... _____
Losses..... _____
Total Starting..... _____
_____ On Hand
_____ Banked

Alternate Hit Locations (No Rerolls)

RANGE (5d6)		MELEE (4d6)	
30	Skull	24	Skull
29	Jaw/Nape	23	Jaw/Nape
28	Neck	22	Neck
27	Wrist	21	Wrist
26	Elbow	20	Elbow
25	Gut/Back	19	Gut/Back
24	Upper Arm	18	Upper Arm
23	Hip	17	Trunk
22	Chest/Back	16	Hip
21	Hip	15	Thigh
20	Shoulder	14	Hip
19	Thigh	13	Trunk
18	Trunk	12	Chest/Back
17	Thigh	11	Forearm
16	Trunk	10	Wrist
15	Shoulder	9	Calf
14	Hip	8	Lower Arm
13	Chest/Back	7	Shoulder
12	Trunk	6	Knee
11	Forearm	5	Hand
10	Wrist	4	Vitals/Rear
9	Calf		
8	Lower Arm	Left/Right, Front/Back	
7	Knee	Depend on position of	
6	Hand	character during game	
5	Vitals/Rear	play. Closest is hit.	

Isho Points

Initial _____..Current _____

Color Points

Tra..... 1P [White] _____
Shal.....1P [Blue] _____
Launtera.....[Green] _____
Ebba.....[Yellow] _____
Du.....[Amber] _____
Desti..... 1B [Red] _____
Gobey.....1 B [Brown] _____

Isho Skill

Caji Entropy ..... ☐☐☐☐☐☐
Estimate Isho... ☐☐☐☐☐☐
Isho Sensitivity ☐☐☐☐☐☐
Sig.-False ..... ☐☐☐☐☐☐
Sig.-Mask ..... ☐☐☐☐☐☐
Sign.-Race ..... ☐☐☐☐☐☐
Sig.-Spectrum.. ☐☐☐☐☐☐
Tra Sense ..... ☐☐☐☐☐☐
Warp Stabilize . ☐☐☐☐☐☐

Interactions

Acubon.....	__	_____
Blount.....	__	_____
Boccord.....	__	_____
Bronth.....	__	_____
Cleash.....	__	_____
Corastin.....	__	_____
Croid.....	__	_____
Crugar.....	__	_____
Cygra.....	__	_____
Human.....	__	_____
Muadra.....	__	_____
Ramian.....	__	_____
Salu.....	__	_____
Scarmis.....	__	_____
Shantha.....	__	_____
Thivin.....	__	_____
Thriddle.....	__	_____
Tologra.....	__	_____
Trarch.....	__	_____
Woffen.....	__	_____

Dyshas Primary Lih-al:

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__ ISHO __ Du __ Shal (1P) __ Ebba __ Tra(1P)
__ Launtra __ Gobey (1B) __ Desti (1B)

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__ ISHO __ Du __ Shal (1P) __ Ebba __ Tra(1P)
__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ Launtra __ Gobey (1B) __ Desti (1B)

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__ ISHO __ Du __ Shal (1P) __ Ebba __ Tra(1P)
__ Launtra __ Gobey (1B) __ Desti (1B)

Possessions And Notes

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Creatures of Jorune

Set this document to Landscape. Refer to the Creature Chart in the Sholari Companion for changes d = dice/die B=Bonus P=Penalty

Animal	No.	Body	Physical	Mental	Combat	Armor	How Attacks.	Additonal Damage	Isho	Notes
Beagre	3d	1d6+2	1d1P	2d	2d	-	2 claws, bite	1d	1d-2**	Each attacks separately.
Bochigon	1	3d+15	4d2B	3d	6d	3d	bite, kick	4d	-	
Clemmins in	1d	3d6+4	3d	2d	2d	2d	2 claws, bite	2d	1d	
Corondon	1	5d+20	5d2B	3d	6d	6d	4 claws, dyshas	6d	5d*20	
Cougar	2d	1d+6	3d	3d	4d	2d	4 claws, bite	2d	1d	
Creshi	6d	1d+1	1d***	1d	2d	-	bite		1d	
Crill	2d	2d+2	3d	2d	3d	1d	bite		3d	
Daij	4d	1d+3	2d***	1d	2d	-	dyshas	1d	8d*1d	Fly from water to boat to Lighting Blast
Dhrmac	2d	1d+5	3d1B	3d	4d	3d	2 claws, bite	2d	1d-2**	
Dharmee	3d	1d+5	4d1B	3d	5d	3d	2 claws, bite, tail	2d	1d-2**	
Dichandra	1	3d+5	6d	2d	5d	2d	4 fists	2d	2d	
Do-odreh	1d	2d+2	2d1P	1d1B	2d	1d	entangle, needle teeth		-	
Dothibider	5d	3d+14	4d	2d	3d	2d	kick, horns (male)	2d	2d	
Dreglamon	1d	3d+15	4d1B	3d	4d	3d	4 bites, spit rock	3d	1d	
Duradon	1d	5d+10	5d2B	2d	5d	4d	4 claws, bite	4d	4d	
Farg	1	1d+5	3d	1d1B	4d	3d	beak bite, 2 fists	2d	1d	
Giddle	6d	1d	2d	1d	1d1B	-	bite		1d	
Giggit Stg 1 Stage 2	1d 1d	1d+1 1d+2	1d1B 2d1B	1d 1d1B	1d 3d	- 1d	bite 2 claws, bite	- 2d	-	
Harn	1	2d+9	3d	2d	4d	3d	sandblast	2d	3d	
Horse	2d	2d+8	5d	2d	5d	1d	4 kick, bite	2d	-	

Locure	1	3d+7	4d	2d	3d	2d	claws, dysha	2d	2d*2d	
Lothern	1d	3d+1	5d	1d1B	5d	2d	trample	3d	-	
Mandare	1	3d-15	4d	2d	4d	4d	bite	2d	2d	
Merbian	3d	1d+2	2d	1d1B	1d1B	3d	claw		1d	
Nemsis	3d	n/a	1dxNo.	n/a	1dxNo.	n/a	digestive juice	2d	-	
Pibber Thisting	3d	1d+4	2d	 2d	1d 4d	 4d	- 2 claws	- 2d	2d	
Sankinslan	1d	1d+2	2d	2d	2d	1d	constrict	1d	1d	
Scrade	3d	1d+2	1d1B	1d1B	3d	1d	2 sherrid claws	1d	1d-2**	Also called Wasto
Sirra Sloth	2d+5	2d+6	3d	2d	3d	1d	4 claws, bite	1d	1d1B	
Scragger	4d	1d+4	2d	1d	4d	1d	bite	1d	1d-2**	
Slutch	1d	2d+10	3d	3d	3d	6d	gas		2d	
Talmaron	1d	2d+1	4d	2d	3d	3d	2 claws, bite	2d	4d	
Tarro Borkelby Plain Pocket Stiff-back	 1d 1d 2d 1d	 3d+10 2d+3 1d+2 2d+10	 4d 2d 1d1B 3d	 2d 2d 1d1B 2d	 5d 3d 2d 4d	 2d1B 1d 1d1P 2d	 4 fists, bite 4 fists, bite 4 fists, bite 4 fists, bite	 3d 1d - 2d	 2d*2d 1d*1d 2d 1d*2d	Spinner Tarro (plain mutation) has 3d*2d Isho and can cast desti dyshas when working together. Three can throw spinner dysha. All tarro screech to throw opponents off. Will roll to resist, or 1P
Thombo	2d	3d+8	4d	2d	4d	2d	kick	2d	1d	Never fight behind a thombo
Vodra	1d	2d+10	3d	3d	4d	5d	4 tentacles, dyshas	3d	4d*2d	Flight as normal mode of transportation
White Mandare	1	3d+12	2d1B	4d	3d	4d	bite, dysah	2d	6d	
Wolf	2d				3d	1d	bite, claws		1d	Pack attacks, all appearing in 1st round.

* Strangel: Roll aainst Strength to breath on successful attack. Failure means no air; if failure occurs on six consecutive rolls, defender falls unconscious. Roll against WILL to regain consciousness; four failures means victim has died.

** Some creatures are incapable of holding large quantities of isho. If the result is below zero, the creature loses isho as quickly as it comes into its body.

*** 1d for each, rolled as combined.

ISHO AVAILABILITY

PRO Jorune

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PLUS-PRO JORUNE™

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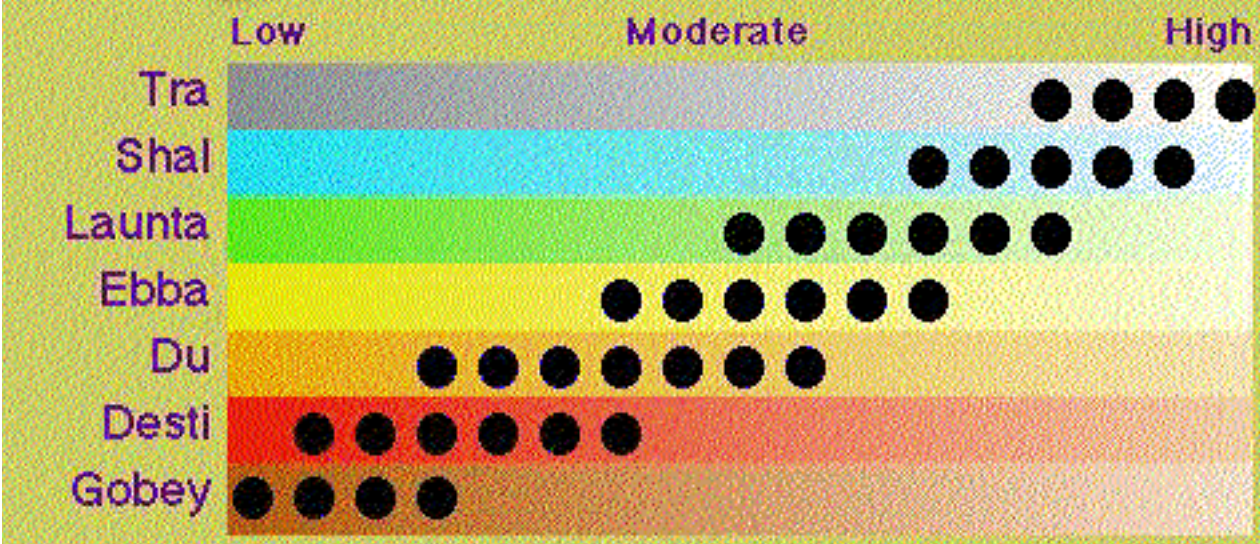
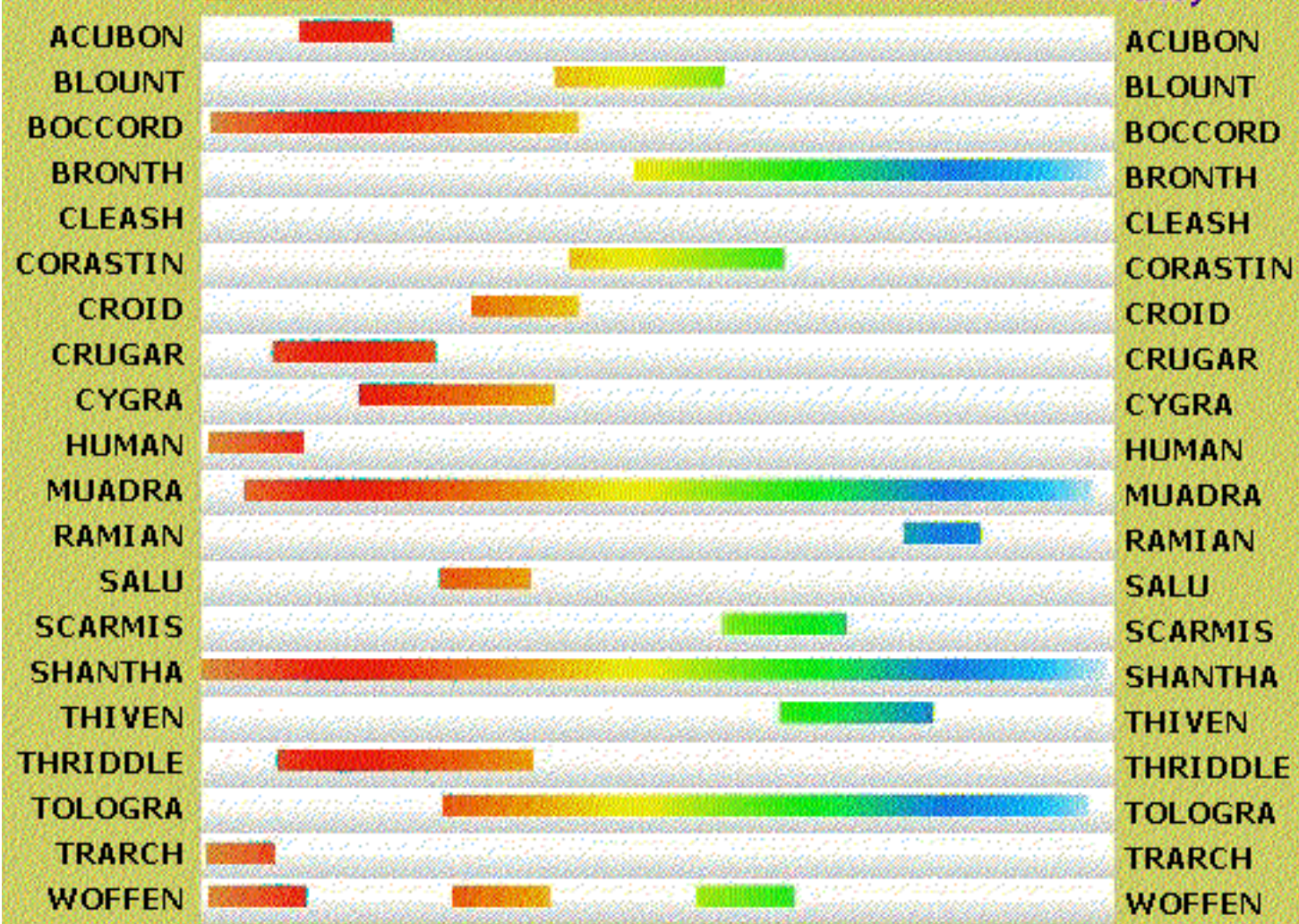
You will need a copy of the 2nd or 3rd edition of the game to play.





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